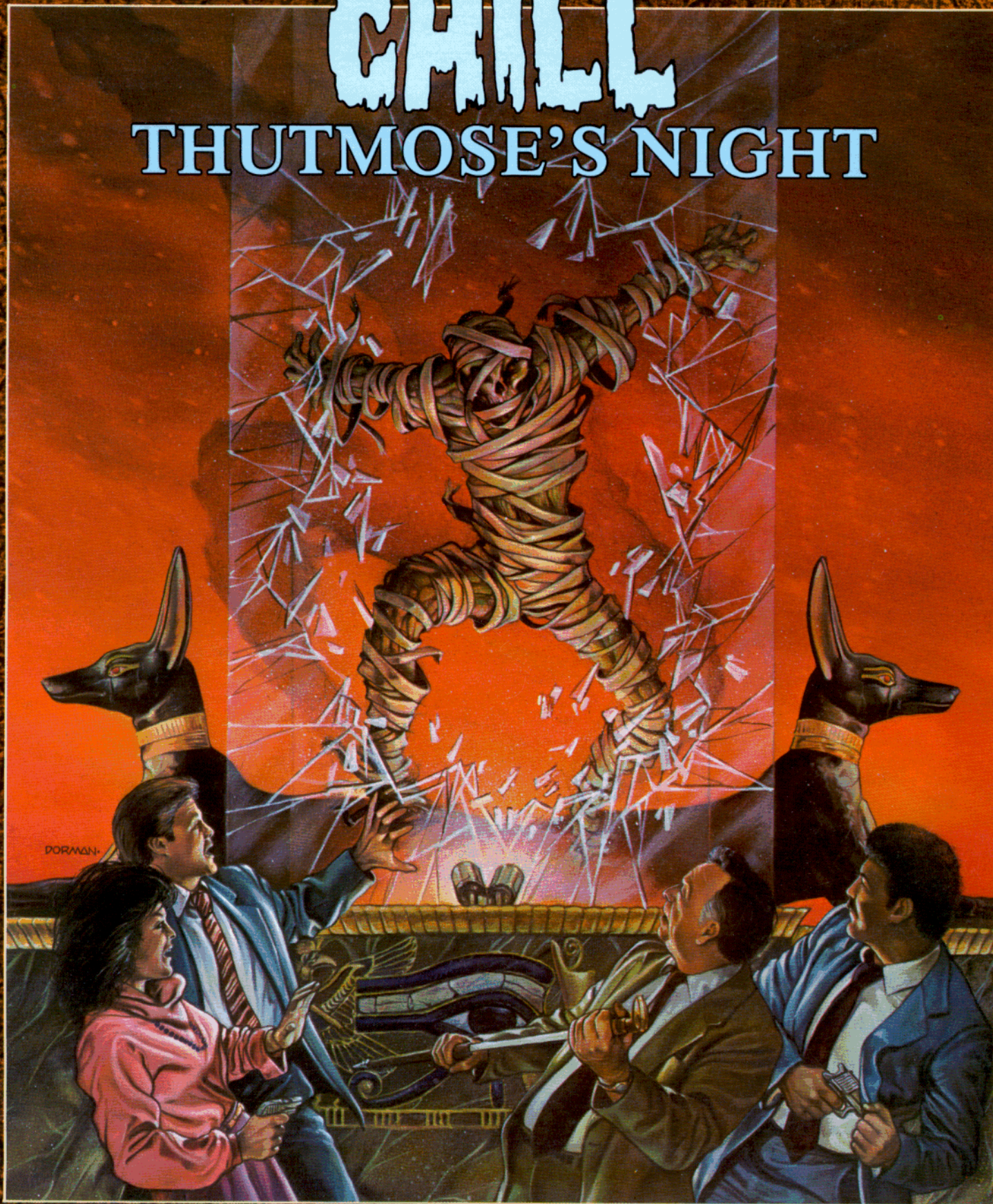


CHILL

THUTMOSE'S NIGHT



by Jon Brunelle

Pacesetter

enter the museum at night, in which case they must fight Thutmose, Merit, their minions, and their *influenced* subjects.

If the mummies escape, S.A.V.E. flies the PCs to Cairo to finish the job: They must find and use the scrolls that can destroy the mummies permanently. But even while aboard a commercial jet they are dogged by creatures from the Unknown!

The adventure concludes with a final confrontation inside the pyramid of Thutmose.

HELP FOR PLAYER CHARACTERS

Skills

The following skills are especially useful to the player characters during this adventure. If no PC has Ancient Languages, you should provide an NPC who does.

Anthropology/Archaeology
Ancient Languages
Journalism
Outdoor Survival
Legend/Lore
Mechanics
Medicine
All combat skills

Disciplines

The PCs will find the following disciplines of the Art very useful:

Clairvoyant/Prescient Dream
Mental Shield
Sphere of Protection

The protection disciplines are most important. Just in case, Ali Misfin, an NPC in this adventure, has both Mental Shield and Sphere of Protection.

DREAMS

These dreams can occur only to a character using the Clairvoyant/Prescient Dream discipline of the Art. Don't give the information to anyone else. He'll receive only one

dream a week. The dreams should occur in the order listed here.

Dream One: You stand outside of the dream, watching it as if it were a movie. You travel up a deserted street in a suburban town lit by tall street lamps and stop before the door of a small white house. The door opens and you go in.

The room is dark, but a shaft of light from the open door slices through the shadows. Several decaying bodies lie on the floor. You move closer to discover the bodies are those of you and your fellow S.A.V.E. envoys! Your eyes and mouths are open, frozen in looks of terror.

One of the bodies clutches an ancient scroll to its chest. A hand swathed in rotting bandages reaches from out of the darkness and takes the scroll. A low chuckle is heard from the shadows.

Dream Two: You're on a busy city street with a hot sun glaring down on you. The many people moving around you are dark skinned and wear Middle-Eastern clothing; the men are bearded and the women veiled.

You begin to cross the street. Halfway across you hear the squeal of tires. You look up to see a black automobile bearing down on you. It has no driver.

A medieval mace has appeared in your hands. Just as the car is about to flatten you, you dive out of the way and slam the mace into the vehicle's side. The car shatters and pieces of black metal fly everywhere.

The car's hood ornament lands at your feet. It's a bizarre animal of chrome, a creature with a lion's body and a hawk's head. Lying next to it is a scroll. This, you feel, is important. But as you reach for the scroll a large black bird swoops down and grabs it in its talons. The creature flies off, and its screech sounds like mocking laughter.

Dream Three: You stand in a vast empty desert and look around desperately for a place to hide from the thing that pursues you. A few feet

ahead is a small sand castle. You plunge into it, and suddenly the walls of the castle are large enough to conceal you. Feeling safer, you remove a scroll from your pocket and begin reading aloud. Then the sand in the walls begins to crumble. Certain that the thing you fear is pushing its way in, you read faster. Without a doubt you know that if your reading is interrupted, you'll die.

Knowledge and Research

After a knowledge roll, the information below can be gained by characters using the appropriate skills:

Journalism or Research

L = Limited Success. The character knows that Thutmose the Elder is an ancient Egyptian king whose mummy is part of a touring exhibit. The mummy is in an excellent state of preservation. The discovery of Thutmose the Elder has forced archaeologists to re-think ancient Egyptian history.

M = Medium Success. The character knows the information in the "L" result and also that the archaeologist who discovered Thutmose's pyramid is a controversial figure in his field.

H = High Success. The character knows the information in the "L" and "M" results and also that many of the treasures that were originally buried with Thutmose are not part of the exhibit.

C = Complete Success. The character knows the information in the "L", "M", and "H" results and also that three men died mysteriously soon after removing the statue of a sphinx from Thutmose's burial vault.

Anthropology/Archaeology

Any character with this skill already has a basic knowledge of ancient Egypt. The following can be used for a special knowledge roll to give the player information he might not think to ask about.

L = Limited Success. The character knows that the Egyptians developed one of the greatest of the early civilizations. The kings ruled in successions of royal families called dynasties and were looked upon by their subjects as gods. Contemporary civilized races, especially the Greeks, admired the Egyptians for their science.

M = Medium Success. The character knows the information in the "L" result and also that the ancient Egyptians fervently believed in life after death. They took great pains to preserve the bodies of their kings for the great journey to the underworld. The exact methods of preservation are still unknown. The mummified bodies of royalty often were buried with their treasures, their everyday items, and even their servants, so that the deceased could use them in the next world.

H = High Success. The character knows the information in the "L" and "M" results, and also that the Egyptians protected their dead from enemies and plunderers by means of elaborate curses. Stories are told of archaeologists who ignored curses protecting the tombs of ancient royalty, and who later died horribly.

C = Complete Success. The character knows the "L", "M", and "H" results, and also that today many who believe in the occult have high regard for the ancient Egyptians. They believe that pyramids, even small ones, have the power to prevent aging and decay. This, they say, is the secret of the well-preserved Egyptian mummies. They also make use of prayers from the *Book of the Dead*, an important religious work of the ancient Egyptians.

EVIL WAY DISCIPLINES

Below are Evil Way disciplines that creatures use in this scenario.

Dreamsend

Type: SUB Col: Will
Cost: 5 Wpr/use Range: 1000'
EWS: 85 Area: 1 person

This discipline allows the user to "send" a 1 to 100 minute dream to any particular sleeping character. The dream is of whatever nature the sender wishes.

Although the dreams that arise from this discipline have no actual reality, the user may cause the dreams to "come true" by using other disciplines. For example, a *dreamsend* of a fog may seem to come true if the user follows it with the Evil Way discipline *wave of fog*.

A victim of *dreamsend* remembers the dream (and any emotions such as terror or fear) vividly. Any character subjected to *dreamsend* does not heal or regenerate Willpower or Stamina during that sleeping period. In addition, the victim of *dreamsend* suffers the following effects, depending upon the success of the discipline:

S = Character loses 1d10 Willpower.

L = Character loses 1d10x2 Willpower.

S = Character loses 2d10x2 Willpower.

S = Character loses 3d10x2 Willpower.

S = Character loses 3d10x2 Willpower. He or she awakens screaming or upset, as appropriate, and cannot tell the dream from reality for 1d10 rounds after waking; that is, the character is still dreaming and believes the dream is the reality after awakening.

Minion

Type: SUB Col: Will
Cost: 80 Wpr/use Range: Sight
EWS: 150 Area: 1 person

Minion is an extremely powerful discipline which, if completely successful, transforms a living human character into a creature. The newly formed creature is entirely dominated and is a servitor to the more powerful creature that created it.

This discipline can be used only on characters whose current Willpower has been reduced to 20 or below. A creature can use this discipline only twice a year, on the days of the summer and winter equinoxes.

Results of the use of the discipline are:

L = Victim falls into a coma for 1d10 days.

M = Victim's behavior becomes unpredictable and erratic for 1d10 days, during which time the character tends to mimic the behavior of the creature.

H = The victimized character becomes completely insane for 1d10 days, displaying a sort of "Jekyll and Hyde" personality. Half the time, the character appears to be normal and half the time acts criminally insane, attempting to commit acts of violence.

C = Victimized character is completely dominated by the creature. The life force leaves the body forever, and the body is transformed into a lesser creature, capable of using Evil Way disciplines.

(The exact form and EWS of the new creature are left to the CM, depending upon the circumstances, the creature using the *minion* discipline, etc.)

Shriek

Type: DIS Col: 3
Cost: 5 Wpr/use Range: Self
EWS: 95 Area: 30' radius

Successful use of this discipline allows a creature to give off for one round a high, mournful shriek which instills enough terror in all characters within 30 feet of the creature to make an additional fear check necessary.

Fear checks caused by the *shriek* are read on the Action Table column one to the right of the column corresponding to the fear number of the creature. This particular column is used even by characters who have already faced the creature before; characters who have defeated this type of creature must still make the fear check.

MAJOR NPCs

James Nulty, Chief of Detectives, Chicago Police Department

STR	52	PCN	60
DEX	66	WPR	70
AGL	52	STA	56
PER	58	Sense Unk.	12%

Skills: Investigation, Teacher 90; Boxing, Teacher 82; Automatic Pistol, Master 121.



Nulty is 50 years old and in excellent physical condition. He has a good record with the department and is respected by those who work for him. He conducts himself in a direct, businesslike manner, and often acts like the classic gruff-but-likeable cop. Nulty is a recent member of S.A.V.E., recruited after his fine work on the Schaumberg vampire case. Though he's still a little green when it comes to fighting the Unknown, he does it courageously.

Those at S.A.V.E. understand the

importance of having a member who's a high-ranking official in a large city's police department. So, in Nulty's case they've made an exception to policy, and never insist that he leave his police job on a moment's notice to work for them. Instead, Nulty is permitted to work entirely on local cases and serves as S.A.V.E.'s inside man, obtaining information they can get from no other source.

Ali Misfin, Egyptologist

STR	52	PCN	74
DEX	56	WPR	62
AGL	48	STA	56
PER	76	Sense Unk.	15%

Skills: Anthropology/Archaeology, Teacher 98; Language, Ancient, Master 123; Language, Contemporary: English, Master 123; Gambling, Teacher 92.

Disciplines of the Art: Mental Shield 62; Sphere of Protection 62.

Misfin is a handsome 30-year-old Egyptian. Although he doesn't show off his knowledge, he is actually one of Egypt's most promising young Egyptologists. On one of his first digs he encountered an animated mummy; soon after this he joined S.A.V.E.

Misfin somehow finds time for plenty of night life. He's fond of gambling and gaming of all kinds, especially chess, and often plays chess for high stakes. He also considers himself something of a ladies' man and flirts with any female player characters.

For someone so outgoing, Misfin is strangely quiet about personal matters. Because of this, he tells no one he can use the Art unless asked repeatedly, although naturally he uses his disciplines when needed.

James Atherton, Archaeologist

STR	58	PCN	62
DEX	46	WPR	58
AGL	42	STA	62
PER	50		

Skills: Anthropology/Archaeology, Master 115; Language, Ancient,

Master 115; Language, Contemporary: Arabic, Student 75.



Atherton is a 55-year-old Britisher who has resided in Evanston, Illinois, for the past five years. He's an arrogant man and never tires of talking about his accomplishments. This has made him very unpopular within the archaeological community. His reputation was almost ruined when he tried to pass off a relatively recent mummy as pre-dynastic, and though he managed to convince many that his fraud was an error, he's still held in suspicion by most of those in his field.

Atherton has now stepped into the limelight again with his discovery of Thutmose the Elder. Even his enemies are beginning to grudgingly admit the validity of his find.

CREATURES

Thutmose the Elder (Common Memphian Mummy)

STR	75	PCN	90
DEX	45	STA	105
AGL	30	EWS	150
WPR	135	FEAR	7
PER	15	ATT	3/53%

Movement: L = 40' (in Chicago, NA) A =NA, W =NA

Disciplines: *Animate dead, wave of fog, change temperature, terrorize.* In Part III: City of the Dead, add: *hound, teleport, change self, dream-send, haywire.*

Class: Corporeal
Type: Independent

Manipulation: Only in Part II of scenario.

IPs: 1200 or 2700 (see explanation below)

For a complete description of Common Memphian Mummies, see page 23 of the *Horrors of the Unknown*

While alive and king of ancient Egypt, Thutmose was the most ruthless of that civilization's rulers. His reign was so brutal and callous that the king who succeeded him ordered Thutmose's name stricken from all the records and monuments. Only his pyramid was left intact for fear of invoking the wrath of the gods. Later kings did not speak of Thutmose openly, but his beautiful pyramid tomb was so inspiring that they modeled their own after it.

At the beginning of the adventure, Thutmose needs human bone marrow to be revitalized. This is being supplied by Merritet. Though immobile and not yet in full control of his abilities, Thutmose is awake and has limited use of the Evil Way.

If Thutmose is destroyed in Chicago, his remains immediately fly to his tomb. There, Merritet completes the work he left undone and completely restores Thutmose. The king then has additional Evil Way disciplines and proportionately higher IPs.

If the PCs drive Merritet out of Chicago but leave Thutmose intact, their worries are considerably fewer in Egypt. In this case, reading Thutmose's scroll in his tomb destroys him while he's still imprisoned in America, and the characters collect the lower set of IPs.

Merritet
(Common Memphian Mummy)

STR	75	PCN	90
DEX	45	STA	95
AGL	30	EWS	150
WPR	125	FEAR	7
PER	15(60*)	ATT	3/53%

* As Edgar Applebee
Movement: L 40' A NA W NA
Class: Corporeal
Type: Independent
Manipulation: Yes
Disciplines: *Darken, wound, appear dead (self), hound, change self, minion, influence, total illusion, steal memory.*
IPs: 2700



Merritet was Thutmose's vizier, or minister of state. He was fanatically loyal to his king, and ordered the priests to entomb him with Thutmose so he could accompany his master to the underworld.

Merritet is just as loyal today, masterminding the murders that supply Thutmose with the marrow he needs to become animated. Merritet uses his automatic *change self* discipline to pose as Edgar Applebee, a souvenir salesman. In this guise he appears as a frail, white-haired man of 65.

Merritet still observes his ancient religious practices and even as Applebee tries to follow his faith without revealing his identity. For example, he always wears two lapel buttons. These read, "I ♥ MY CAT", and "MEOW POWER". In this way he acknowledges Bast, the cat-headed war goddess of ancient Egypt.

Egyptian Sphinx

STR	120	PCN	90
DEX	50	STA	121
AGL	90	EWS	125
WPR	140	FEAR	4
PER	31	ATT	3/105%

Movement: L 150' W 10' A NA
Class: Corporeal
Type: Servitor
Manipulation: In human form only
Disciplines: *Change self, hound, evil eye.*
IPs: 375

The Egyptian sphinx in this adventure appears as a man-sized stone statue having the body of a lion and the head of a hawk. *It is the guardian in Egypt of the scrolls that can destroy Thutmose and Merritet.* These scrolls are hidden inside the body of the statue.

If the sphinx believes someone is meddling with it, it uses the *evil eye* on as many PCs as it can see without changing its appearance as a statue. It attacks if threatened with blunt weapons, which are the only instruments that can harm the creature. It *hounds* any PC who flees and leaves it undefeated. When this happens, it uses *change self* to appear as a strong man with a lionlike beard and hair. It searches everywhere until the victim is found and slain.

Minions

STR	75	PCN	60
DEX	50	STA	75
AGL	50	EWS	125
WPR	75	FEAR	3
PER	25	ATT	2/50%

Movement: L 40' W 10' A NA

Class: Corporeal

Type: Servitor

Disciplines: Minion one, *halt*; minion two, *shriek* (fear check against column 4)

Manipulation: Yes

IPs: 125 each

A minion has gone through the hideous experience of turning at once from a living human being into a creature, bound in service to some more powerful thing from the Unknown.

The minion becomes a creature through the Evil Way discipline *minion*; the newly-formed creature may retain its human form, may be distorted into a warped version of that human form, or may become an incorporeal creature. The human life force is gone forever and the minion is as much a creature as a vampire or ghoul. It may or may not use Evil Way disciplines.

The minions in this scenario once were workers from the dig at which Thutmose's tomb was discovered. Their former names and personalities scarcely matter, for they are completely changed to creatures. These minions are able to pass as men, but just barely. Their black hair has grown unkempt and long over faces of sunken flesh. Their eyes are yellow and their teeth rotted. They walk in the unsteady manner of thier mummy creator, stooped over as if carrying invisible burdens.

These minions carry out the murders ordered by Merritet.

For these occasions they carry with them a medical bag containing anesthetic, marrow needles and syringes in various sizes, and a suction device. This kit, of course, would be important material evidence if Nulty could get his hands on it.

The minions fight with the single Evil Way discipline they each have and attempt to wear down their opponents before making actual physical contact and finishing them off. Their fingernails have been sharpened until they are claw-like and can inflict armed combat damage.

The minions take normal Stamina loss and wound damage from all successful attacks made on them. When destroyed, they slowly collapse like deflating balloons and form ugly puddles of slime, which then evaporate.

Corbies

STR	3(45)	PCN	6(90)
DEX	NA	STA	3(45)
AGL	4(60)	EWS	85
WPR	3(45)	FEAR	3
PER	NA	ATT	1/53%

Movement: L 10 A 225' W NA

Class: Corporeal

Type: Servitor

Disciplines: Corbie One: *blur vision, quiet, influence, ghostly lights, throw voice*. Corbie Two: *blur vision, quiet, raise wind, ghostly lights, throw voice*.

Manipulation: Yes

IPs: 425 each

Corbies are carrion-eating birds, about the size of vultures and having a wingspan of 6-8 feet. They are drawn to places where violence, death, and disaster seem ready to happen. Their usual goal is to spread fear and panic and to increase the chances of death for the humans involved in a possibly violent situation. On occasion, they also act as spies or messengers for more powerful creatures. The corbies in *Thutmose's Night* are servitors of Merritet and Thutmose.

Corbies look something like huge ravens. Their feathers and beaks are black, their heads are bald, and they have a white stripe marking around their throats.

Corbies usually appear in groups of two or four. If forced into physical combat, corbies attack by pecking with their beaks and inflict full armed combat results. However, they them-

selves take normal armed and unarmed combat damage, so they try to avoid any situation that puts them in physical danger.

RUNNING THE ADVENTURE

After you have read this booklet from beginning to end, go to the *CHILL™ Campaign Book* and *Horrors from the Unknown*, and look up anything that puzzles you. The short amount of time you spend doing this will help later to make play smooth.

Don't reveal too much to the players. The material that is to be read aloud is presented between scribe lines. The rest of the text is for you only. Keep in mind, though, that the players can gain some additional information by asking or doing the right things.

Thutmose and Merritet know that the PCs threaten their scheme, but they also are confident that they can easily crush the "weakling humans". So, they prefer to torment the characters before they kill them outright. Emphasize this element in the adventure to make the players continually uneasy. Remember, all creatures in a *CHILL™* game play with their food before they eat it.

Variances During Play

As in any role-playing adventure, the PCs in "Thutmose's Night" may take actions that force you to vary the scenario. Don't panic. Think through the logical responses of the NPCs and creatures.

One particular event could alter this adventure considerably. If from the beginning the PCs are aware of the scrolls needed to kill the mummies, they may side-step the museum entirely and fly straight to Cairo! If this happens, simply edit the scenario as you go along, skipping over anything that won't happen under the new circumstances. The adventure will still be sufficiently exciting to entertain the players.

PLAYER AID ONE

Central Headquarters

Fellow Envoys:

I'm sure you've heard of the terrible series of deaths called the "bone marrow murders" by the news media. The current total is twenty four: six killings each in London, Paris, West Berlin, and New York City. We fear that this is more than just the work of a madman. Much more. And to learn how much is your next assignment.

Even though you may be familiar with the information that follows, I'd rather there be no question of your going on this assignment unprepared. So, please bear with me while I relate all that we at S.A.V.E. know about this ghastly affair.

The first of these bizarre deaths occurred in London four months ago. The victim was Jonathan Keith, a green-grocer who lived alone above his shop. When Keith didn't open the shop one day and wouldn't respond to the doorbell, his clerk had the police enter his rooms.

Keith's body was lying in bed. He'd been killed late the night before. Large wounds made surgically were found on his chest and thighs, and the medical examiner found traces of anesthetic in his bloodstream. The cause of death, incredibly, was loss of bone marrow. More horrible was the fact that no signs of a break-in or struggle were found. It was as though the victim had invited the killer into his home and submitted to his own murder.

Five more of these killings occurred in London. Each time, it was the same: no break-in, no struggle, no witnesses, no clues. No pattern to the killings could be discerned except for the fact that the victims, male and female, all lived alone and there was no apparent connection between them. Then, after four weeks, the London murders ceased.

Seven days later a similar killing took place in Paris, followed by a string of others in that city. Again, the authorities were baffled. After a month, the unknown murderer moved to West Berlin, and a month later to New York. There seemed to be no way to predict where the horror would strike next. Until now, that is.

We believe we've made an important, if unsettling, discovery about these crimes: in whatever city these killings took place, the King Thutmose exhibit was showing at that time in a local museum. As you probably know, the discovery of King Thutmose the Elder created quite a stir in archaeological circles last year. An exhibit of the mummified bodies of Thutmose, his servants, and the treasures with which he was buried now tours the western world's major cities. This exhibit has just opened in Chicago.

Any connection between the exhibit and the marrow murders is tenuous at best—we have absolutely no reason to believe that Thutmose rises at night. However, since a clear pattern has emerged, we must examine this possibility thoroughly. Therefore, enclosed with this letter are roundtrip plane tickets to Chicago and passes to the Thutmose exhibit. We've also included tickets to a lecture to be given by Dr. James Atherton, the archaeologist who discovered Thutmose. This lecture is scheduled for the evening of the day you arrive in Chicago and you should attend. Hotel reservations have already been made in your names. Your flight leaves tomorrow morning.

You'll be met at the Chicago O'Hare Airport by James Nulty, Chief of Detectives of the Chicago Police Department. Nulty is a recent S.A.V.E. recruit. Because of the importance of his many daily obligations, the help he can give you is limited but valuable. He'll brief you when you meet. I must caution you to be especially careful this time. One of our agents in Berlin was careless and revealed that the exhibit was being watched. Whoever is responsible for the murders may be on the alert for you.

Report any findings to Dublin headquarters immediately. You should receive our reply within ten days.
Good luck.

 A handwritten signature in cursive script that reads "Gordon Pym". To the right of the signature is a small, stylized symbol resembling a lowercase "r" or a simple stick figure.

Gordon Pym
S.A.V.E. Central Headquarters
Dublin

I. TERROR IN CHICAGO

He shall eat, and drink, and perform the natural functions of his body as he did when he was upon earth; and none shall rise up to cry out against him; and he shall be protected from the hands of his enemies for ever and ever.

—the Book of the Dead

When the players are ready, read the following aloud:

Each of you has received an envelope in the mail with an indalo printed in the upper left corner. Along with other papers, it contains a letter.

Detach Player Aid One from this booklet and give it to the players to read. Allow them to discuss the letter and to make preparations for the trip. When they've finished, move on to Encounter 1. Use the Map of Chicago.

1. THE MEETING

Your flight to Chicago is a bit choppy but otherwise uneventful. You land safely at O'Hare Airport and are soon walking into the terminal. The terminal is thick with passengers being greeted by friends and families. Just when you begin to doubt that you'll find your S.A.V.E. contact in the mob, a harsh voice calls you by name.

"I'm Jim Nulty," the man adds. He is about 50 years old and well-built, with short grey hair and a clean-shaven face. He wears a two-piece suit and a striped tie with an indalo tie tack. He doesn't smile, but says, "We'll talk as we drive into town." And with that, he turns and walks toward the baggage area.

A cautious man, Nulty has nothing to say to the envoys until after they've collected their baggage and entered his car. He then apologizes for being brief and explains that secrecy is important if he's to keep his job. "If it ever got out that I was working with outside people on this case," he says,

it would be my last assignment."

Nulty has some important facts to impart to the party. He's able to conclude the briefing within the 45 minutes it takes to reach downtown Chicago. If the party numbers more than five, some of them can take a cab or a rented car into town. Those driving with Nulty are expected to fill in the other. When the PCs are in Nulty's car, read the following aloud:

"The idea was to get you to Chicago before any murders were committed here," says Nulty. "Well, you're a little late. Chicago has just had its first."

The detective shakes his head and laughs. "I've been on the force for twenty years and I've never seen anything like it. Same as the others: no break-in, no struggle, nothing. Here's a photo." He passes you a police photograph of a young man lying in bed with his arms outstretched, his right hand clenched in a fist. The man's nightshirt is open, revealing a wound the size of a half dollar in the

center of his chest.

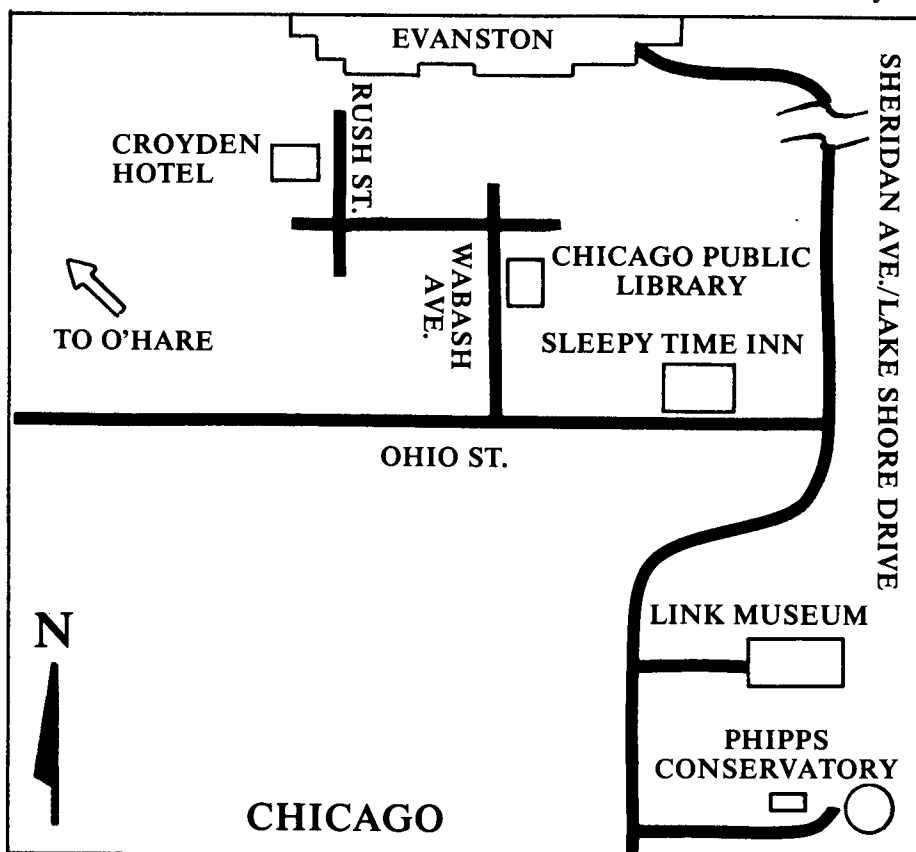
"The victim is Harvey Well, a lab technician at Cook County Hospital. He didn't report to work for two days and his girlfriend got worried, so we broke into his apartment. He'd been anesthetized like the others. Death was caused by bone marrow drain and incidental blood loss. See the clenched right hand? We opened the fingers and here's what we found."

Nulty passes you a second photograph. It's a close-up of the victim's right hand. Lying in his palm is a souvenir lapel button. It reads, "I SAW KING THUTMOSE AT THE CHICAGO LINK MUSEUM."

"Pretty weird, huh?" says Nulty

Nulty now makes clear to the party the extent to which he can aid them directly:

- He will inform the party of new developments as they occur and will call them daily to check their progress.
- He'll conduct research into police files for them.
- When the PCs think they've



tracked down the perpetrator, he'll accompany them to the confrontation. However, he's available for such off-duty work only at night.

Nulty will *absolutely not* do the following:

- Take them into the murder victim's apartment.
- Give the party direct access to police files.
- Bail out any characters who are arrested for injuring civilians.
- Provide the characters with gun permits, weapons, cameras, recorders, riot gear, or false identification papers of any kind.

Nulty promises to keep in regular contact with the party. He also says once more how important it is to keep his S.A.V.E. work a secret.

James Nulty, Chief of Detectives

STR	52	PCN	60
DEX	66	WPR	70
AGL	52	STA	56
PER	58	Sense Unk.	12%

Skills: Investigation, Teacher 90; Boxing, Teacher 82; Automatic Pistol, Master 121.

2. FINE ACCOMMODATIONS

About 35 minutes after you leave the airport, Chicago's skyline becomes visible, the Sears Tower and the John Hancock Building dominating the view. Nulty exits the expressway at Ohio Street and drives through the sprawling downtown area. The traffic moves slowly here, giving you an opportunity to take in the spectacle of one of the country's largest cities.

Vacant lots, printing shops, and warehouses soon give way to art galleries, gift shops, and nightclubs. Restaurants of all kinds are everywhere, from small hamburger stands to multi-level gourmet heavens. Nulty continues travelling toward Lake Michigan, which creates Chicago's eastern border. Just before he comes to the intersection of Ohio

Street and Lake Shore Drive, he pulls into the parking lot of the Lake Shore Drive Sleepy Time Inn. "Here's where you're staying. Not such a bad place," he mumbles.

Being a small organization, S.A.V.E. can't always afford to put up its envoys in the best of places, but the accommodations here are more than adequate, including a video game room, soft drink vending machines on every floor, and live entertainment (Tony Doldrum appears nightly at the Cafe Americain). The characters have no trouble fitting their entire group into the two large rooms reserved under their names.

3. THUTMOSE BY DAY

There is plenty of time for the PCs to see the Thutmose exhibit before they attend Dr. Atherton's lecture. Use the Link Museum Maps for both Upper and Lower Levels. Read the following to the players if they decide to visit the museum by day:

It's a short car ride to the Link Museum. This impressive stone building sits atop a wide set of stone steps. A line of people is slowly filing through a glass door to the right. A sign above this door reads, "Thutmose the Elder: The Forgotten King. Passes Only."

If the characters get in line—the only way to see Thutmose by day—they soon are inside the museum and, in exchange for their passes, are given glossy printed notes about the exhibit. These should be given to the players as Player Aid Two.

Continue reading aloud:

You walk into a cavernous hall dominated by the skeleton of a Tyrannosaurus Rex. The line you're in is roped off from the rest of the museum's visitors. You can see hallways on the left marked "Oriental" and

"Dinosaurs," and the souvenir shop up ahead. The line moves to the right and descends a flight of stairs that turns sharply before reaching the floor below. Here you enter the Thutmose exhibit.

The first room contains the various items with which Thutmose was buried. Gold jewelry, a life-size statue of a cat, a bowl and cups, a wooden table with chairs, and a boat to carry the king to the underworld are just a few of the things displayed here in glass cases. Photographs of the pyramids in which Thutmose was discovered and the dig itself are set in the classes.

In the next room are three mummies displayed upright inside a glass case. A nearby sign describes these as the bodies of servants buried with Thutmose. The mummies are shrunk-en, withered corpses that look as if they might crumble to dust if jostled.

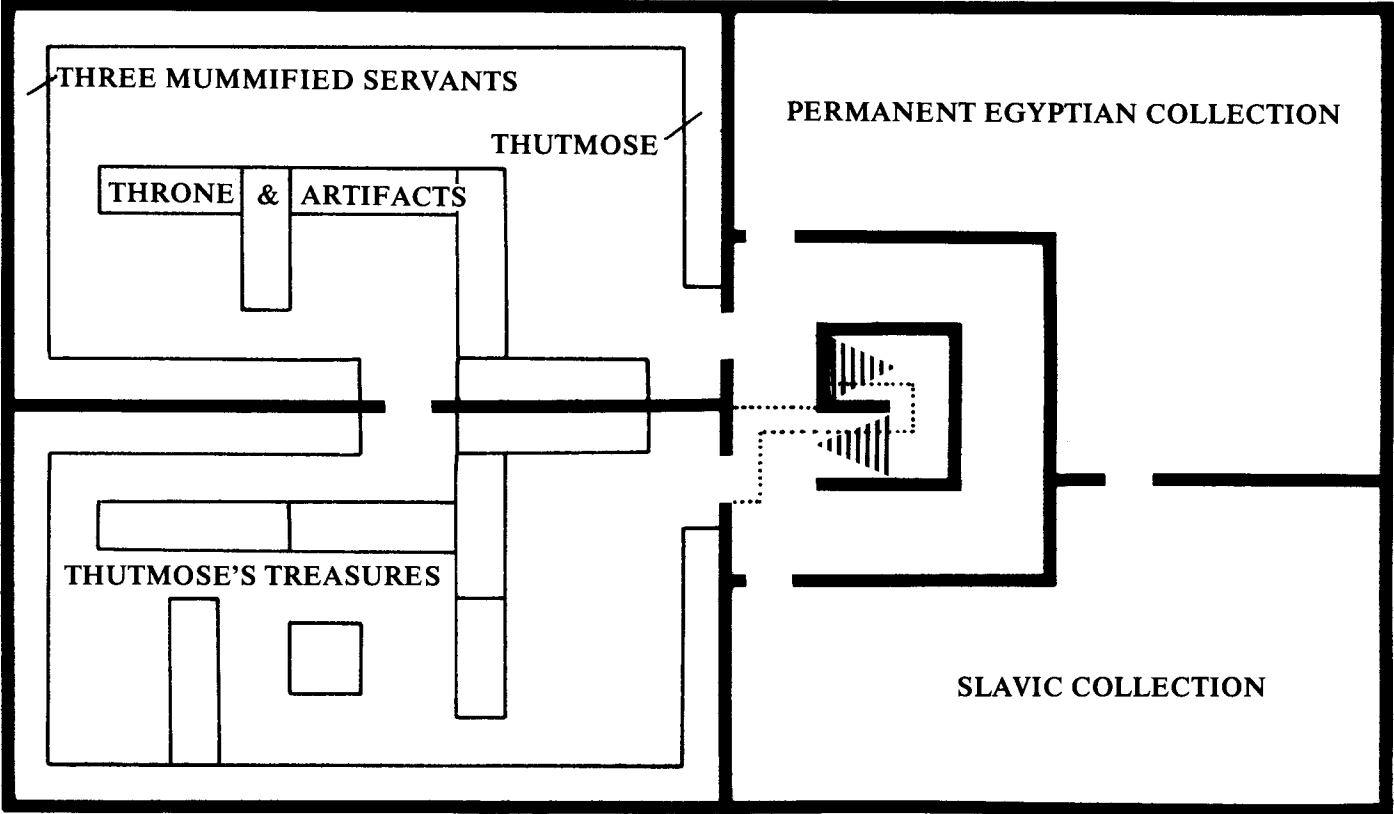
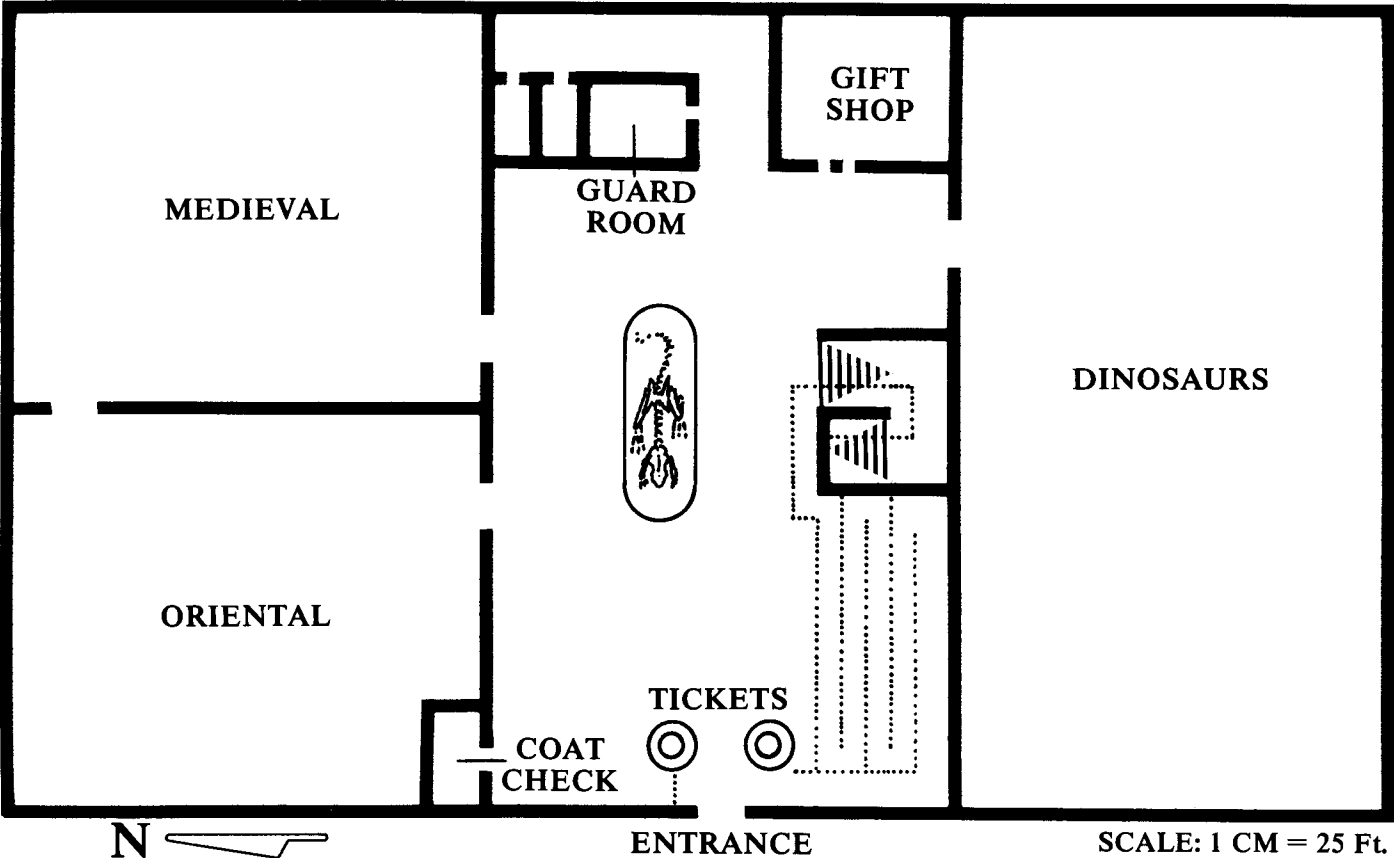
As you turn a corner a beautiful wooden throne decorated with gold and lapis lazuli fittings comes into view. The craftsmanship is exquisite.

Next to the throne is the king himself. Thutmose the Elder stands upright in a glass case lit from inside. This mummy is a sharp contrast to those in the other room. The body and even the badages are in remarkably good condition. The arms and chest seem to have retained their strength through the centuries of entombment and look as if they could endure many more. The dried skin of the face is only a little sunken, and the wrinkled brow gives the unsettling impression of thought. The closed eyes, it appears, could open and look back at you.

Next to the king is stone fragment inscribed with hieroglyphics. A sign underneath says that it is a piece of Thutmose's sarcophagus, which was broken accidentally when moved. The hieroglyphs are a prayer of resurrection.

Any character with Ancient Language skill can automatically translate the hieroglyphics. They say, "I am eternal. At the appointed time, again will I walk among men. No one will lift a

LINK MUSEUM
ENTRANCE LEVEL MAP



LINK MUSEUM
LOWER LEVEL MAP

hand against me.”

Thutmose must be fed for a month more before he becomes animated.

If the PCs try to sense the Unknown with Thutmose, any positive result indicates that he does indeed sense the Unknown emanating from the king. The guards who keep traffic moving through the room prevent more than two Sense Unknown attempts by each character.

A clever player may use Telepathic Empathy on Thutmose. If a successful roll is made, the PC knows instantly that this particular mummy is alive and that it is waiting. Tell the player *nothing else* about what Thutmose may be feeling, however.

Thutmose,

Common Memphian Mummy

STR	75	PCN	90
DEX	NA	STA	105
AGL	NA	EWS	150
WPR	135	FEAR	7
		(only when attacking)	
PER	15	ATT	3/53%

Movement: L NA A NA W NA

Disciplines: *Animate dead, wave of fog, change temperature, terrorize*
IPs: 1200

4. MERRITET'S SOUVENIRS

Read the following aloud if the PCs enter the museum souvenir shop by day.

This small store contains souvenirs and books covering all aspects of the museum collection. Shelves of gifts face you as you walk in. Among these are toy dinosaurs, picture postcards of Oriental antiquities, and various Thutmose souvenirs, such as key chains, posters, and coloring books. There are also a few buttons available. These read, “I SAW KING THUTMOSE AT THE CHICAGO LINK MUSEUM.”

The selection of books at the other end of the store is small. A few of the titles are *The Gods of the Egyptians*, by E. Wallis Budge, *The Big Book of Dinosaurs*, *Treasure of the Orient*, *Thutmose the Elder: A Photographic*

Study, *The Art of the Ming Dynasty*, and *When Giants Walked the Earth*.

Behind the cashier's counter a young, very pretty dark-haired woman asks, “May I help you with anything?” A short, frail, grey-haired man standing next to her smiles at you. He wears a brown tweed jacket with two slogan buttons on the lapels that say, “I ♥ my cat” and “Meow Power.” He turns to the woman and says, “I’ll be back with more of those key chains.” She nods as he shuffles out of the store.

The photographic study merely reproduces what the PCs saw in the exhibit downstairs. *When Giants Walked the Earth* is about dinosaurs.

The gentleman is Merritet, Thutmose's vizier in his disguise as Edgar Applebee. This is not the first time he has encountered S.A.V.E. envoys, and he recognizes anyone who wears an indalo or who asks too many questions as an enemy. He leaves immediately and does not return during the day.

If any PC attempts to Sense Unknown on Merritet, he has only one chance to do so before the vizier is out of sight. Allow Sense Unknown to only the first player who declares it, unless two players make the declaration simultaneously. Any immediate and successful attempt at Telepathic Empathy tells the PC who makes it that the old fellow is very concerned about something.

The female cashier, whose name is Kathy, is friendly and talkative. If the party phrases any questions they have carefully, she answers readily. She resents an aggressive approach, however, and refuses to talk if she thinks she's being bullied (this includes questioning from characters posing as police). In response to questions about Mr. Applebee, Kathy tells the PCs the following:

● Applebee manufactures and sells the Thutmose souvenirs sold by

the museum. He follows the exhibit as it tours and supplies each museum personally, instead of shipping the souvenirs by mail.

● Applebee spends a lot of time talking with customers.

● Kathy has always felt a little uncomfortable about working with Applebee. “He's kind of creepy somehow.”

● Applebee has been staying at the Croyden Hotel on Rush Street.

Merritet

Common Memphian Mummy

STR	75	PCN	90
DEX	45	STA	95
AGL	30	EWS	150
WPR	125	FEAR	7
		(as Merritet only)	
PER	15(60*)	ATT	3/53%

* As Applebee

Movement: L 40' A NA W NA
Disciplines: *Darken, wound, appear dead (self), hound, change self, minion, influence, total illusion, steal memory*.

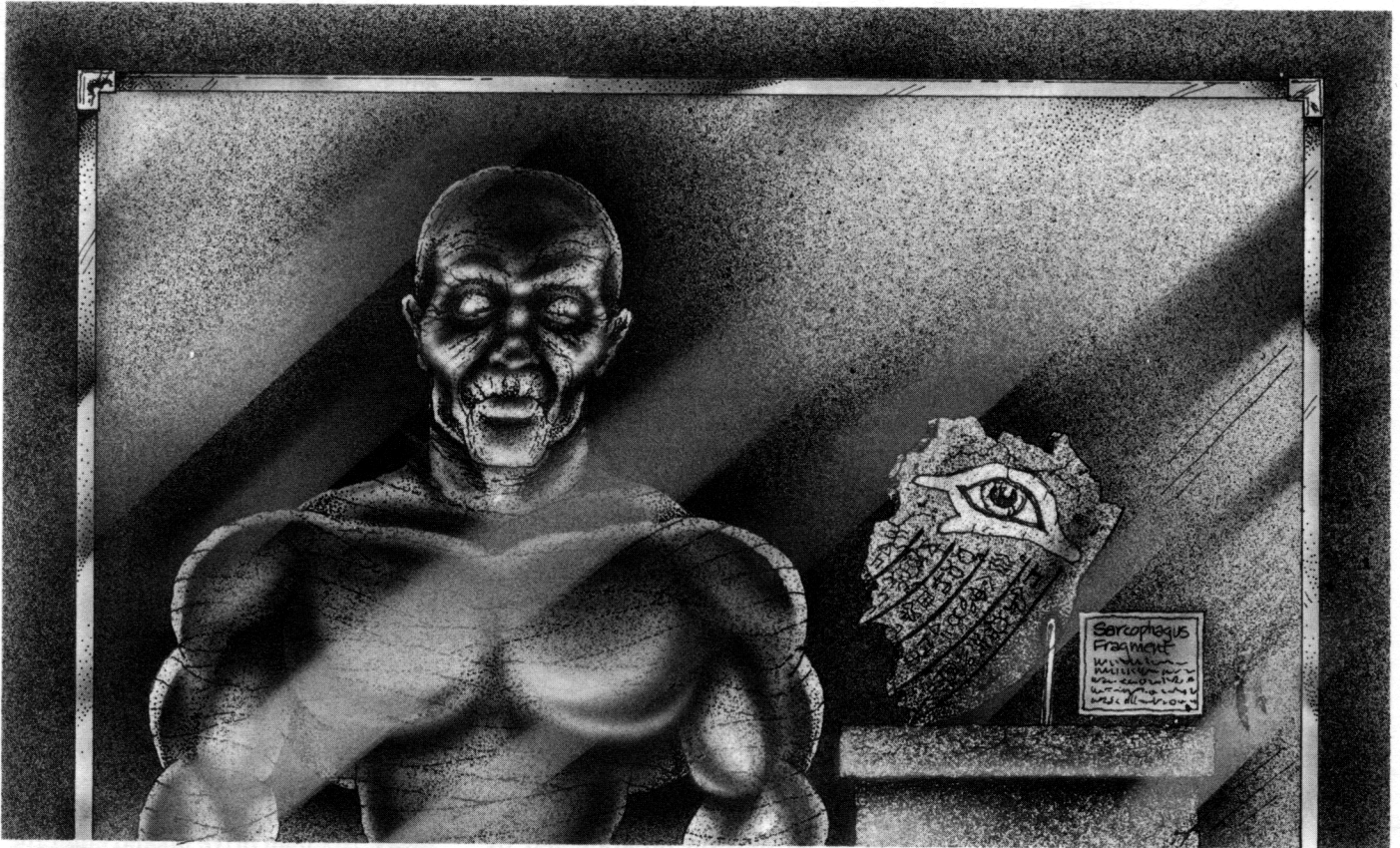
IPs: 2700

5. ATHERTON'S LECTURE

The PCs are free to do whatever they want for the rest of the day. If the players ask about research, direct them to the Chicago Public Library, shown on the map of Chicago.

Read the information below to the players when they're ready to see Atherton:

The cab takes you south on winding Lake Shore Drive. To the right lies the city, brightly lit at night and to the left is Lake Michigan. Small boats line the shore. You glide past the Link Museum and onto a road curving onto a narrow peninsula that stretches out into the lake. You pass a domed building surrounded by a halo of electric light, and the cabbie pull up to a glass-fronted building across from the dome and asks you for \$5.00.



It's this building that contains the theater in which Atherton will speak. An underground passage connects the building with the domed planetarium structure. A man in a tuxedo greets the characters and takes their tickets, then directs them to the coat check and the theater. Both of these are located in a large hall where dozens of guests congregate around two bars. The theater's doors are open and people are beginning to fill the seats.

The presentation starts soon after the PCs enter the theater.

The theater has quickly filled with guests. After a moment, the lights dim and a man in a tuxedo walks onto the stage, greeted by the audience's polite applause.

After introducing himself as Henry Wooten, the curator of the Link Museum, he begins:

"The man you've come to hear tonight is one of archaeology's most noted and controversial figures. At times his theories have been dis-

missed as simplistic and without scientific basis. Yet tonight he comes before us as the discoverer of what is indisputably one of the century's greatest finds. Ladies and gentlemen: Doctor James Atherton."

A long round of applause greets a tall, lean, white-haired man in evening clothes who walks across the stage and over to the podium. He gives the curator's extended hand a cursory shake and brusquely moves behind the podium. As the applause dies down, whispers pass through the audience: "See, I told you. . .," "This Thutmose thing has really gone to his head. . .," "Atherton always was an arrogant man."

Atherton's remarks are essentially a reprise of what the characters read in the museum's printed notes. What's of real interest is his obvious pride and his certainty that the discovery of Thutmose the Elder is "the most significant archaeological find in history."

After several minutes of self-

congratulation, Doctor Atherton asks for the stage's curtains to be opened. While this is happening he explains that some slides of the dig will be shown.

The following items are of special interest:

- Thutmose's pyramid was buried by sand. The dig is still going on. Another tomb was recently found close to Thutmose's pyramid. It contained many bodies of nobles from the king's time.

- A slide showing a man-size statue of a sphinx appears on the screen. The creature has the body of a lion and the head of a hawk. Atherton explains that the sphinx is now in the possession of Cairo's University of Al-Azhar, after an agreement between the British and Egyptian governments. He also states, "This sphinx had a rather curious message carved in its base in hieroglyphics. It translated as, 'I guard the secret of Thutmose's eternal death. Death to him who would take it from me.' The phrase 'eternal death' is highly unusual, given the Egyptians' firm belief

in the afterlife.” Any character who uses Legend/Lore skill on this quote and gets a “C” result knows that the sphinx *does* guard the true secret of destroying Thutmose.

Atherton’s presentation lasts an hour, after which the curator invites the audience to refreshments being served in the lobby. If the PCs decide to leave, Atherton asks for questions from the audience. If the PCs ask about something he doesn’t want brought out, he says there’s no more time and ends the session. His behavior is obviously suspicious. If the characters decide to attend the reception, read the following aloud:

Banquet tables covered with various food—meats, cheese, and fruits—now line the wall opposite the theater’s doors. People with plates are already lined up at one end; another crowd huddles around the bars; still another gathers around Atherton as he basks in all the attention.

Atherton talks mostly about himself. If a PC interrupts him with a question, he glares at the upstart for a second, then continues as before. If PCs probe him about unpleasant/matters, he excuses himself and goes to his home in Evanston.

A successful attempt at Telepathic Empathy reveals only Atherton’s pride. Anyone trying Sense Unknown, of course, comes up with a negative result. A character with Investigation skill can discover where Atherton lives by questioning the guests.

The reception breaks up in one hour.

James Atherton, Archaeologist

STR	58	PCN	62
DEX	46	WPR	58
AGL	42	STA	62
PER	50		

Skills: Anthropology/Archaeology, Master 115; Language, Ancient, Master 115; Language, Contemporary: Arabic, Student 75.

6. NOISY NEIGHBORS

Read the following aloud when the PCs return to their rooms from Atherton’s lecture. This incident occurs in whichever room the characters enter first.

Just after you open the door to your room you hear two loud thuds over your heads. It sounds as though someone upstairs is doing aerobics in lead shoes. Then CRASH!—the ceiling at the opposite end of the room bursts open, scattering asbestos and fiberglass over the floor.

A mummy pushes itself through the opening from above and hangs upside-down, grinning at you horribly. A dreadful hiss passes between its lips. Then in a cloud of dust it drops into your room, lands on its feet, and advances with its arms stretched out toward you.

This is an illusion programmed by Merritet. Upon recognizing the PCs as members of S.A.V.E., he used *Hound* to trace them to their hotel. Then he visited the Inn during Atherton’s speech, used *influence* on a desk clerk to get the key to the characters’ room, and made clever use of *total illusion*. Merritet hopes to scare the PCs away.

Fear checks must be resolved on column 7 of the Action Table. Surprise checks aren’t necessary in this encounter. If anyone moves within 5 feet of the illusion, it vanishes. Bullets do not affect it, but if shooting does occur, two armed security police with statistics of 50 in all categories show up within 12 rounds to investigate. Since the illusion is programmed to last only 5 rounds, there is no evidence to show the police when they appear. They arrest any PC caught with a gun in his hands and throw him in jail for the night. Nulty is able to bail him out after 18 hours *if the jailed character hasn’t hurt anyone*. Otherwise, the foolish PC must try his luck in court.

If all the PCs who encounter this

illusion flee when it appears, ignore its 5-round duration so the room is empty when they return—no mummy, no debris, no broken ceiling.

If a character who hasn’t gone to see Atherton is in the room when Merritet enters, the vizier attacks him, using *wound* until the PC dies of blood loss. Merritet puts the PC’s body in the bathroom and programs the illusion as above. If Merritet seems to be losing the battle and his Stamina is reduced to 25 or less, he uses his *Evil Way* disciplines to escape to some place where he can’t be seen and then use *wound* on the PC to finish him or her off.

7. STAKEOUTS

If any character watches the museum all night to see if anyone comes or goes, here’s what he or she finds:

The First Night: Around 7:00 p.m., ten men, singly and by twos, leave the museum, enter parked cars, and drive away. Six men drive up and enter the building at about the same time. These are the guards changing shifts.

The Second Night: Same as above. Another marrow murder occurs this evening in another part of town.

The Third Night: The guards change shifts as usual. At midnight, a cab pulls up and drops off three men. They are admitted to the museum by the guards and leave two hours later in the returning cab. These are Merritet and his minions. They come to feed Thutmose the marrow of a recent victim. If the observing PC is hidden at a discreet distance, he or she won’t be able to recognize Applebee unless using binoculars.

Fourth and Additional Nights: Only the guards changing shifts.

8. AFRAID OF THE DARK

If the characters want to visit Applebee after talking to Kathy the cashier, and if they phone him first, he acts nervous and hangs up. If they announce themselves in the lobby of the Croyden Hotel (a very run-down place, replete with torn furniture and

BASIC STATISTICS

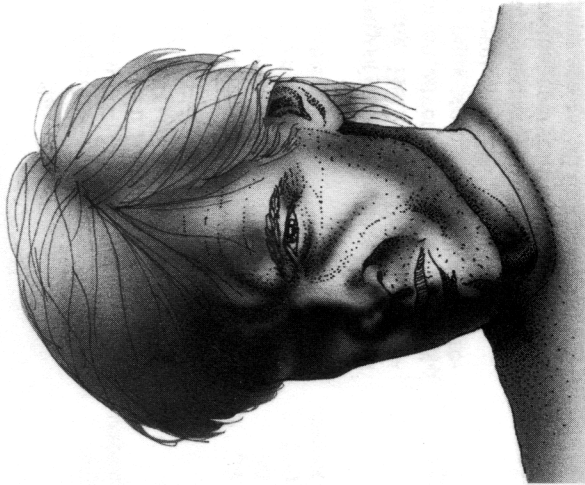
Strength 60 Perception 62
Dexterity 50 Willpower 60
Agility 54 Luck 62
Personality 42 Stamina 52

Unskilled Sense
Melee 57 Unknown 12

SKILLS

Name	Rank	Score
Ancient Languages:	Teacher	91
History:	Teacher	91
Contemporary Lang:		
Spanish	Student	76
Boxing	Student	72

Brian Epoch



BASIC STATISTICS

Strength 46 Perception 70
Dexterity 50 Willpower 70
Agility 36 Luck 50
Personality 54 Stamina 46

Unskilled Sense
Melee 41 Unknown 14

SKILLS

Name	Rank	Score
Journalism	Teacher	94
Investigation	Teacher	94
Automatic Pistol	Student	65

DISCIPLINES

Name	Base Chance
Clairvoyant/Prescient Dream	62

William Provine



BASIC STATISTICS

Strength 70 Perception 70
Dexterity 46 Willpower 52
Agility 48 Luck 48
Personality 52 Stamina 60

Unskilled Sense
Melee 59 Unknown 14

SKILLS

Name	Rank	Score
Contemporary Lang:		
English	Master	116
Anthropology/		
Archaeology	Teacher	91
Mace/Club	Student	74

DISCIPLINES

Name	Base Chance
Mental Shield	59

Ajib al-Din Hasan



BASIC STATISTICS

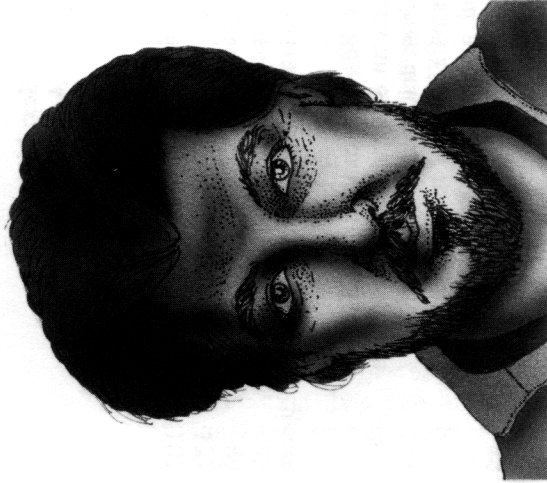
Strength 46 Perception 52
Dexterity 56 Willpower 66
Agility 44 Luck 66
Personality 54 Stamina 70

Unskilled Sense
Melee 45 Unknown 10

SKILLS

Name	Rank	Score
Outdoor Survival	Teacher	92
Tracking	Teacher	89
Contemporary Lang:		
French	Master	114
Automatic Rifle	Student	71

Emil Genre



NATIONALITY: American **PERSONAL DATA:**

WOUNDS:
Scratch ☐ ☐ **Sex: Male**
Light ☐ ☐ **Age: 43**
Medium ☐ ☐ **Ht: 6'2"**
Heavy ☐ ☐ **Wt: 185**
Critical ☐ **Hair: Black**
 Eyes: Black

Weapons: automatic pistol

William Provine is a well-known black investigative reporter from the Chicago Daily Examiner. His recent expose of electronic mail fraud was syndicated nationally. He's not above using his Clairvoyant/Prescient Dream discipline to scoop other reporters.

Provine speaks assertively and emphasizes his points by stabbing at the air with his briar pipe, which he smokes constantly.

Provine worked with Chief of Detectives James Nulty on the Schamburg Vampire case. Soon after, they both were recruited by S.A.V.E.

NATIONALITY: Canadian **PERSONAL DATA:**

WOUNDS:
Scratch ☐ ☐ **Sex: Male**
Light ☐ ☐ **Age: 34**
Medium ☐ ☐ **Ht: 5'8"**
Heavy ☐ ☐ **Wt: 155**
Critical ☐ **Hair: Brown**
 Eyes: Brown

Weapons: automatic rifle

Emil Genre was a Canadian contact for the American Friends Service during the late 1960s. He now represents an environmental protection group striving to save Canada's forests from acid rain.

Genre loves the outdoors and spends half the year roughing it in his country's woodlands. He's a thoughtful man, always weighing issues carefully before making decisions.

Genre was contacted by S.A.V.E. soon after his horrifying encounter with the legendary Wendigo.

NATIONALITY: American **PERSONAL DATA:**

WOUNDS:
Scratch ☐ ☐ **Sex: Male**
Light ☐ ☐ **Age: 36**
Medium ☐ ☐ **Ht: 5'6"**
Heavy ☐ ☐ **Wt: 170**
Critical ☐ **Hair: Black**
 Eyes: Green

Weapons: automatic pistol

Brian Epoch was educated at the University of Chicago, where he studied comparative literature and creative writing. He lives in Delavan, Wisconsin where he occasionally writes for an adventure game company. During his free time he visits Chicago's book stores and sulks near re-mastered copies of his only published novel.

Epoch is careless about his personal appearance and manners. He has opinions about everything and makes sure that everyone knows them. His saving grace is that he's a courageous fighter against all things Unknown. Epoch joined S.A.V.E. after spotting a lycanthrope in Lake Geneva.

NATIONALITY: Egyptian **PERSONAL DATA:**

WOUNDS:
Scratch ☐ ☐ **Sex: Male**
Light ☐ ☐ **Age: 25**
Medium ☐ ☐ **Ht: 5'10"**
Heavy ☐ ☐ **Wt: 170**
Critical ☐ **Hair: Black**
 Eyes: Black

Weapons: automatic pistol

Ajib al-Din Hasan is a teaching assistant in the anthropology department of the University of Pittsburgh. He speaks fluent Arabic in three dialects. His Mace/Club skill comes from his membership in the Society for Creative Anachronism. His career plans involve returning to his home in Cairo to teach at the University of Al-Azhar.

Hasan is a warm individual and fond of making jokes. He readily aids anyone in distress.

Hasan joined S.A.V.E. after having a bizarre conversation with the ghost of a comparative religions scholar.



BASIC STATISTICS

Strength	42	Perception	58
Dexterity	72	Willpower	56
Agility	40	Luck	60
Personality	64	Stamina	48

Unskilled		Sense	
Melee	41	Unknown	11

SKILLS

Name	Rank	Score
Mechanics	Teacher	95
Gambling	Teacher	89
Longbow	Master	127
Automatic Pistol	Teacher	102

Susan Rothchild



BASIC STATISTICS

Strength	52	Perception	66
Dexterity	56	Willpower	58
Agility	46	Luck	62
Personality	52	Stamina	68

Unskilled		Sense	
Melee	49	Unknown	13

SKILLS

Name	Rank	Score
Ancient Languages	Student	77
Medicine	Student	75
Automatic Pistol	Student	71

DISCIPLINES

Name	Base Chance
Restore Stamina	59

Marilyn Bhagavad



BASIC STATISTICS

Strength	54	Perception	62
Dexterity	40	Willpower	46
Agility	66	Luck	50
Personality	78	Stamina	58

Unskilled		Sense	
Melee	60	Unknown	12

SKILLS

Name	Rank	Score
Modeling	Master	113
Acting/Drama	Teacher	93
Art Criticism	Student	69
Marital Arts	Teacher	82

Veronica Hardt



BASIC STATISTICS

Strength	44	Perception	60
Dexterity	54	Willpower	78
Agility	56	Luck	60
Personality	54	Stamina	42

Unskilled		Sense	
Melee	50	Unknown	12

SKILLS

Name	Rank	Score
Investigation	Teacher	100
History	Teacher	99
Antiques	Student	75

DISCIPLINES

Name	Base Chance
Sphere of Protection	60

Mary Beth Amworth

NATIONALITY:	American	PERSONAL DATA:
WOUNDS:	Sex: Female Age: 27 Ht: 5'8" Wt: 140 Hair: Black Eyes: Black	
Scratch	<input type="radio"/>	
Light	<input type="radio"/>	
Medium	<input type="radio"/>	
Heavy	<input type="radio"/>	
Critical	<input type="radio"/>	

Weapons: nunchakus

Veronica Hardt is a busy black commercial actress residing in New York City. When not promoting detergents and cereals for television, she's involved in her great loves: the studies of German Expressionist painting and martial arts.

Hardt has a knockout personality and is immediately liked by almost everyone she meets. She's also an exceptional diplomat when she finds it necessary.

Hardt joined S.A.V.E. after encountering the ghost of a critic (theater remnant) in New York's Michael Todd Theater. Since then, she's always carried a special weapon with her on S.A.V.E. assignments: a set of silver-inlaid nunchakus.

NATIONALITY:	American	PERSONAL DATA:
WOUNDS:	Sex: Female Age: 28 Ht: 5'9" Wt: 145 Hair: Blond Eyes: Blue	
Scratch	<input type="radio"/>	
Light	<input type="radio"/>	
Medium	<input type="radio"/>	
Heavy	<input type="radio"/>	
Critical	<input type="radio"/>	

Weapons: longbow and automatic pistol

Susan Rothchild, independently wealthy, leads a varied and aggressive life. She's won several trophies in archery and pistol competitions and intends to race in next year's Indianapolis 500.

Rothchild is impatient with delays and often attempts to lead when working with others.

Rothchild joined S.A.V.E. after a remarkable weekend in Rio de Janeiro, during which she incurred the wrath of a vampire whom she beat at baccarat.

NATIONALITY:	American	PERSONAL DATA:
WOUNDS:	Sex: Female Age: 57 Ht: 5'1" Wt: 100 Hair: Brown Eyes: Blue	
Scratch	<input type="radio"/>	
Light	<input type="radio"/>	
Medium	<input type="radio"/>	
Heavy	<input type="radio"/>	
Critical	<input type="radio"/>	

Weapons: none

Mary Beth Amworth is an investigator for the American Parapsychological Institute. Her many assignments from this organization have instilled her with a rock-solid belief in the unknown. She was recruited by S.A.V.E. after her much-publicized efforts to rid a suburban home of a poltergeist.

Amworth takes S.A.V.E. assignments very seriously and frowns upon levity. Though she doesn't carry a weapon, she's been known to improvise one with the nearest blunt object. However, she loathes handguns and refuses to use them.

NATIONALITY:	Indian	PERSONAL DATA:
WOUNDS:	Sex: Female Age: 24 Ht: 5'10" Wt: 155 Hair: Black Eyes: Black	
Scratch	<input type="radio"/>	
Light	<input type="radio"/>	
Medium	<input type="radio"/>	
Heavy	<input type="radio"/>	
Critical	<input type="radio"/>	

Weapons: automatic pistol

Marilyn Bhagavad is a student at Rhode Island Medical School. Her Ancient Languages skill comes from earlier studies, when she planned to be a humanities scholar. She was raised in a bilingual household and speaks fluent English as well as her native tongue.

Bhagavad initially appears to be a shy person. However, people who are with her for more than a couple of days find that she can be very talkative.

A brush with an animated corpse in her school's autopsy lab led Bhagavad to S.A.V.E.

stained wallpaper), he is upset but asks them up. Whether or not they call first, the results of entering his room are the same. Read the following aloud when the characters knock on Applebee's door:

Applebee responds to your knock by cracking open the door and peering nervously through at you. Then with shaking hands he opens the door wide. Obviously deeply distressed, he hurries you in, peers up and down the hall, and shuts the door. All of the room's curtains are closed; two table lamps provide the only light.

Applebee says, "I . . . I don't know where to begin. It's so awful. It's too powerful to control. It's . . ."

Suddenly the room is thrown into utter darkness. Applebee screams, "Oh my God," chokes, and is heard falling to the floor.

Then something you can't see bites you, tearing out generous portions of your flesh.

Merritet has devised an elaborate scheme to frighten the party away. After feigning fear, he uses *darken* and two shots of *wound*, all in one round, to make them believe some unseen monster is chewing on them. If a character has put up a Mental Shield before entering the room, the *wound* attacks are cancelled.

Use each of the two wound attacks on different characters. Resolve them against the character's current will-power scores. Immediately after being *wounded* each PC must make a fear check against column 3 on the Action Table. Those who flee have a 50% chance of running into each other or tripping over Merritet as they try to get to the door.

Any PC trying to engage in melee with the unseen attacker automatically grabs another PC. Determine which one with a dice roll. If anyone starts shooting in the dark, use the "Firing into Melee" rules on page 37 of the *CHILL™ Campaign Book*. Merritet, because he's lying on the floor, is not hit by any gunfire. Shooting draws

three police offices, all with statistics of 50 in each category to the room within 15 minutes.

The lights stay out for a total of three rounds. If anyone remains in the room, read this aloud:

The lights flicker, throwing long shadows on the walls, then come on again. Applebee lies before you, his hand clutching his chest and a look of unspeakable terror on his face. His eyes stare blankly ahead. He doesn't move.

Merritet has used *appear dead* on himself, believing that if the PCs think he's been killed, suspicion will be diverted from Applebee. Any character with medical skill who examines Applebee finds that he's unquestionably dead, probably from a heart attack brought on by trauma. The *appear dead* discipline stays in effect for two hours.

Telepathic Empathy at this point reveals nothing, since Merritet is unconscious. If a character makes a good Sense Unknown roll, suggest to the player that the positive results might be from Applebee's recent contact with the Unknown.

When the characters search the room, they see a life-size statue of a domestic cat on a desk. Anyone with Anthropology/Archaeology skill who passes a general check finds that the statue is Egyptian in origin and very old. The only other things here of real interest are a copy of *History of the Housecat*, five cases of Thutmose key chains, three boxes of Thutmose posters, and six cases of Thutmose coloring books.

The bathroom door is closed, and anyone who opens it is in for a scare. Read the following aloud if this is done:

When the door swings open, you find yourself staring at a black gelatinous blob sitting in the sink, its long slimy strings hanginover the edge. It stares back at you with its single bale-

ful eye. Then, with a nasty slurping noise, the thing quickly slips down the drain.

This is simply another illusion set by Merritet to throw the characters off the track. Fear checks should be made against column 3 on the Action Table by all characters witnessing it.

If the characters report Applebee's death, police come and take the body away. But as the ambulance drives to the morgue, Merritet recovers and escapes from the moving vehicle. The driver, noticing nothing, has no idea where the "corpse" went. Nulty reports this to the PCs.

Killing Merritet while he's unconscious by means of silver, fire, or water causes a whirlwind to break through a window and sweep up his remains. He regenerates completely at his tomb in Egypt.

Merritet Common Memphian Mummy

STR	75	PCN	90
DEX	45	STA	95
AGL	30	EWS	150
WPR	125	FEAR	7
		(only as Merritet)	
PER	15(60*)	ATT	3/53%

* As Applebee

Movement: L 40' **A** NA **W** NA
Disciplines: *darken*, *wound*, *appear dead* (self), *hound*, change self, *minion*, *influence*, *total illusion*, *steal memory*
IPs: 2700

II. THUTMOSE'S NIGHT

Get thee back! Thou shalt not advance to me, for I live by reason of the words of power which I have with me. Heaven hath power over its seasons, and the words of power have dominion over that which they possess; my mouth therefore shall have power over the words of power which are therein.

— the Book of the Dead

This episode takes place if the characters decide they must enter the Link Museum at night. The events here are designed deliberately to have a climactic feel, so play them as if the PCs are about to wrap up the entire adventure.

Nulty has been calling the characters daily to check on their progress. If during one of these conversations they express to him their desire to get into the museum at night, he agrees it must be done and offers to go with them. He points out that the exhibit has an alarm hook-up with the police department. He offers to call the head of security and tell them the PCs are working with the police on developing better security for large museums. They wish to tour the museum at night when there are no crowds.

Nulty's plan is probably more effective than any the PCs could carry out on their own. Other possible methods of getting in are hiding in the museum during the day and waiting for it to close or simply breaking in at night. The guards, however, regularly make careful searches in every conceivable hiding place at closing, and every possible entrance to the building is rigged with an alarm linked by computer to the guards' office. Nulty withdraws his offer to accompany the party if they insist on using illegal entry.

The following account is written in the assumption that the PCs have accepted Nulty's plan. But the players, despite the pitfalls, may use a different scheme, so be prepared to play accordingly. Use the Link Museum Maps.

1. THE KING'S GUARD

You pull into the lot across from the Link Museum. The building is ghostly at night. Lights shining on the stone walls make them appear phosphorescent. The silence around you is broken only by an occasional car passing on Lake Shore Drive.

Nulty leads you up the steps to the museum's glass doors. He raps on them with his fist and waits, and a few seconds later a uniformed figure approaches from out of the shadows. The guard recognizes Nulty, then unlocks the door and opens it. "Working kind of late, aren't you, Jim?" he asks.

"Yeah," says Nulty. "I called your boss, Bill. These are the people who want to look the place over."

A determined look comes over the guard's face. "Sorry, Jim, I can't allow it."

Two more guards step up to the door and stand on either side of Bill. Then all three of them take backjacks from their pockets, each man moving in unison with the others. They stare fiercely and advance.

The guards have been *influenced* by Merritet and ordered to subdue anyone who tries to enter the museum at night.

Just before combat takes place, Nulty yells to the PCs not to wound the guards. After this, roll initiative and begin melee. The guards try to kill the PCs and fight until they themselves are killed or unconscious. If a PC escapes to call police, all traces of a battle are gone by the time they arrive.

3 Guards

STR	50	PER	50
DEX	50	PCN	50
AGL	50	STA	50
WPR	50		

2. MORE TROUBLE

After the guards are subdued, Nulty binds each of them with his own

handcuffs, ankle to wrist, and tosses their guns down the steps. If the characters agree to enter the museum, continue reading aloud:

The interior of the museum is dimly lit and eerily quiet. Slightly brighter light glows around the gift shop, the coat room, and the Tyrannosaurus Rex. The huge hall is thick with shadows that would hide anyone or anything.

Visibility in the museum is limited to 50 feet, unless the PCs use flashlights. Flashlights give them visibility of 75 feet. When the party advances halfway down the hall, read the information below:

Footsteps approach from the other end of the hall. Three more guards wielding blackjacks walk into view, each keeping in perfect step with the others. Then, in unison, they run toward you.

Roll initiative and begin melee as before. Surprise is not a factor in this encounter.

On the fifth round of melee, Merritet's minions, drawn by the noise of the fight, enter from the stairway and attack with their Evil Way disciplines. Both fear and surprise checks are then necessary. Once the minions use the Evil Way, Nulty doesn't hesitate in shooting at them.

If the PCs win, Nulty binds the unconscious guards. If the minions win, they kill the PCs. If a PC escapes to get help, any signs of battle are gone by the time help arrives.

3 Guards

STR	50	PER	50
DEX	50	PCN	50
AGL	50	STA	50
WPR	50		



2 Minions

STR	75	PCN	60
DEX	50	STA	75
AGL	50	EWS	125
WPR	75	FEAR	3
PER	25	ATT	2/50%

Movement: L 40' W 10' A NA
 Disciplines: Minion One: *halt*;
 Minion Two: *shriek* (fear check
 against column 4)
 IPs: 125 each

3. THUTMOSE ATTACKS

Thutmose sensed that the museum has been invaded and has sent a telepathic call for help to Merritet, who has been busy roughing up Atherton for reasons described later. What happens when Merritet arrives is told in Encounter 4, below.

If the envoys proceed downstairs to the Thutmose exhibit, read this to the players:

The stairwell is completely dark, and absolutely no sound comes from below.

The first room of the exhibit is empty. The only light comes from the interiors of the glass cabinets, and out of one stares a stone cat. Then, as you look around, a thick cloud of mist billows slowly out of the next room and crawls over the floor.

Thutmose is using *wave of fog* to spook the party a bit. Allow the players to appraise the situation, then continue reading when the PCs move into the next room:

A wave of bone-numbing cold hits you as you enter the room. The temperature feels to be about 20 degrees, and your breath makes clouds that mix with the mist. The mummies are partially obscured by a layer of frost that has formed on their glass cases. The eyes of Thutmose are open.

The light fog becomes no heavier during this encounter.

Immediately after Nulty and the

PCs enter this room. Thutmose uses *terrorize*, investing 20 points of Willpower (10 rounds duration). This brings Thutmose's current Willpower, after the use of *wave of fog*, to 63. Unless your roll for *terrorize* come up 100 or the characters are using a Protection discipline of the Art, terror strikes everyone in the room. Check the results against each character's current Willpower to see how he reacts. If anyone runs upstairs, go to Encounter 4.

Within this same round, Thutmose also uses *animate dead* on the three mummies across from him. If anyone is left in the room after the *terrorize* attack, read the following aloud to the players:

With a crash the cabinet across from Thutmose shatters, and over the broken glass crawl three mummies. Pieces of bandage and withered flesh are pulled from their bodies by the glass fragments, as they lurch toward you. One of them utters a hoarse cry.

Though these creatures are only zombies, fear checks must be made against them as if they were mummies. Unless stopped, they kill any paralyzed or unconscious character.

These zombies can be destroyed by called shots to their heads with guns. They collapse and fall to pieces when the called shots are successful.

Thutmose can be destroyed (for now) by repeated woundings with fire, water, or silver weapons. When brought to 0 Stamina in this way, he crumbles into dust. Then a whirlwind sweeps into the room and carries his remains to his tomb in Egypt.

Any player who already knows about the scroll needed to permanently defeat a mummy may choose to leave Thutmose alone.

3 Zombies (Mummies)

STR	5(75)	PCN	1(15)
DEX	2(30)	STA	5(75)
AGL	2(30)	EWS	NA
WPR	NA	FEAR	7
PER	NA	ATT	1/53%

Movement: L 40' A NA W NA
IPs: 1500 each.

Thutmose the Elder Common Memphian Mummy

STR	75	PCN	90
DEX	45	STA	105
AGL	30	EWS	150
WPR	135	FEAR	7
PER	15	ATT	3/53%

Movement: NA

Disciplines: *Animate dead, wave of fog, change temperature, terrorize.*
IPs: 1200

4. BACK FROM THE DEAD

Merritet responds to Thutmose's telepathic cry for help but arrives too late to prevent an attack on his king. He meets any PCs coming upstairs and entering the main hall. Read the following aloud to any player whose character encounters him:

you look up you see the Tyrannosaurus skeleton has come to life and is walking from its base, slashing at the air with boney feet! It leans over and reaches for you with its massive jaws.

Merritet has used *total illusion* on the skeleton to further frighten the PCs. A fear check is made against column 8 of the Action Table by every character present, whether or not she or he believes the skeleton is animated. The illusion lasts two rounds. Using *total illusion* brings Merritet's current Willpower down to 115.

Within the same round, Merritet casts *wound* once on two different characters. These characters defend against it after they have lost Willpower from facing the illusion.

On the next round, read the following to the players:

Edgar Applebee steps out from behind the Tyrannosaurus's base. At first he looks just the same as when you first saw him, still wearing his cat buttons. He grins broadly, and then his face and hands wither and age. He has become a mummy! And the mummy is laughing.

Fear checks must be made by characters witnessing Applebee's transformation *only if Thutmose has not been destroyed.*

Roll for initiative. Merritet continues attacking with Evil Way disciplines unless he is forced into melee. He flees only when running extremely low on Stamina or Willpower. When he's brought to 0 Stamina and critically wounded by fire, water, or silver weapons, his body disintegrates. A whirlwind then forces open the museum's doors and sweeps his remains back to Egypt.

If Nulty is still alive after these encounters, he tells the PCs to leave and to take any wounded companions to a hospital.

Merritet, Common Memphian Mummy

STR	75	PCN	90
DEX	45	STA	95
AGL	30	EWS	150
WPR	125	FEAR	7
PER	15(60*)	ATT	3/53%

Movement: L 40' A NA W NA
Disciplines: *Darken, wound, appear dead (self), hound, change self, minion, influence, total illusion, steal memory.*

IPs: 2700

5. MERRITET'S WARNING

Nulty calls the PCs the day after the museum encounters and tells them that a search turned up a medical bag containing the bone marrow murder weapons. He also says that he has had trouble reaching Doctor Atherton, who failed to show up for his appointments today. He asks the PCs to look up Atherton and gives them the archaeologist's Evanston address.

Use the Map of Atherton's Home. Read the information below to the players when the characters visit Atherton:

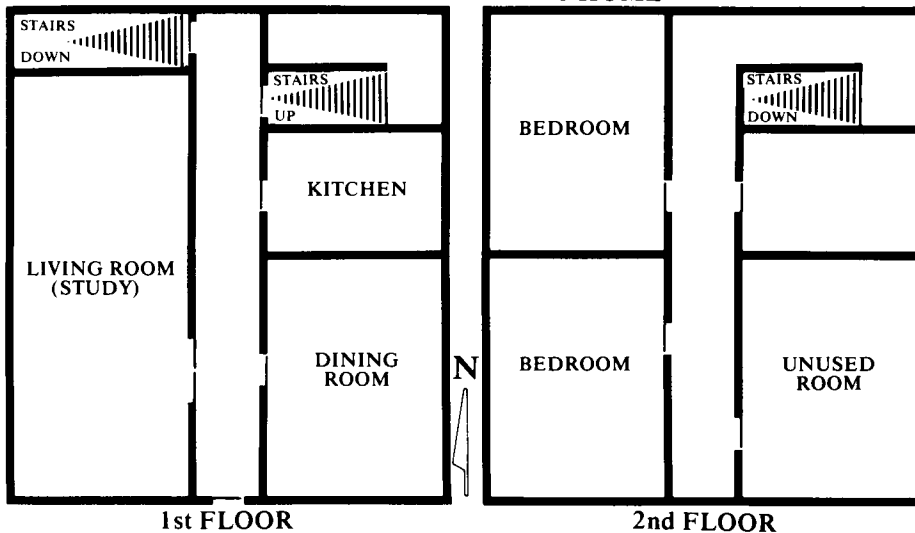
The trip to Atherton's home takes you through the far north side of Chicago, past discount stores, currency exchanges, shoebox-size restaurants, and ancient apartment buildings. Then as you cross over into Evanston, the look of your surroundings abruptly changes. You now find yourself surrounded by condominiums, small elegant houses with manicured lawns, and pricey gift shops.

Pulling up to Atherton's home on Main Street, you see a well-maintained two-story house set a ways apart from the others on this block. The curtains are all drawn and there seems to be no one around.

As you get out of the car, a black cat sitting on the front steps of the house hisses and arches its back, then runs off.

The moment you set foot in the huge hall, you hear a savage growl. When

MAP OF ATHERTON'S HOME



as a final warning.

Fear checks against column 3 on the Action Table are required by all characters who witness the illusion. If anyone who is not forced to flee remains to watch, he sees the bodies vanish after one more round. If anyone walks to within 5 feet of the illusion it disappears.

Continue reading aloud:

This is a living room and study. A desk on the left holds a typewriter and stationery. All of the walls are lined with books. To the right is an empty fireplace. An old clock rests on its mantel.

Facing the fireplace is a large arm-chair. The top of someone's head is visible above the chair's back.

If the players decide to see who is sitting in the chair, read on:

James Atherton sits in the chair and stares at the mantel. He appears dead. His neck is badly bruised with what look like finger marks.

Merritet was here and killed Atherton in a frustrated rage when the archaeologist couldn't tell him where to find the scrolls that could harm him. A character with medical training who passes a general skill check can determine that Atherton died the night before from strangulation.

The room contains many books, mostly on archaeology, but nothing of interest to the party.

6. S.A.V.E.'s REPLY

The PCs should report to S.A.V.E. Central Headquarters in Dublin right away. Ten days later they receive further orders by mail. These arrive in Chicago if they've stayed to await further instructions, at their homes if they've left after making their report, or in Egypt if they have proceeded there on their own. S.A.V.E.'s reply is printed as Player Aid Three, which the players should now read.

Any character who has had Prescient Dream One from page 5 of this booklet recognizes this house as the one in the dream.

There's no response to ringing the doorbell or knocking. All windows and the back door are locked, but the front door is open. If the PCs try to break in through a window or the back door, they're spotted by a nosy neighbor. The Evanston Police arrive within 10 minutes and arrest them, charging them with Atherton's murder. Nulty has no jurisdiction in Evanston and can't help them at all. In this event, follow the legal problems guidelines on page 50 of the *CHILL™ Campaign Book*.

If the characters enter the front door of Atherton's home, continue reading aloud:

All is silent. On the right, a hallway opens onto a kitchen and a dining room. On the left are a closet and a room closed off by a tall folding screen. A set of stairs going up lies

directly ahead. Next to the stairs is a closed door.

Nothing unusual is found in any room except the screened-off living room. When the PCs enter this room, read the following to the players:

Pushing aside the screen you're confronted by... yourselves. Each member of your party stands at the other side of the room, staring back at you.

These duplicates of you are suddenly wracked with pain and scream terribly, clutching at themselves as though attempting to stop the agony. Their skin turns ashen, then shrivels, decomposes, and falls from their bones. They are virtual skeletons by the time they collapse to the floor.

All of the actions described above take place within two rounds. This illusion, triggered when the PCs moved the screen, was set by Merritet

II. CITY OF THE DEAD

Thou art cut assunder, thy soul is shriveled up, thy accursed name is buried in oblivion, and silence is upon it, and it hath fallen out of remembrance. Thou hast come to an end, thou hast been driven away, and thou art forgotten, forgotten, forgotten.

— the Book of Apep

Allow the characters to make whatever preparations necessary for their trip. They can, if they wish, reschedule their flight and room reservations to allow time for healing if anyone is wounded. The itinerary calls for them to fly to New York City, from there to London, and from there to Cairo.

This episode opens with the flight from London to Cairo. Role-play the two previous flights and the lay-overs if you like.

Encounter 1 occurs only if the characters destroyed Thutmose in Chicago and his remains were swept back to Egypt. If they left the king intact, the flight passes uneventfully and you should go directly to Encounter 2.

1. FLIGHT OF FEAR

As your plan gains altitude and leaves England's airspace for Cairo, night has fallen. Many passengers have already prepared themselves for sleep, and the cabin lights are low.

Choose a player at random and read him or her the following:

You have been airborne about one hour, when a voice from the seat next to you asks, "Are you enjoying the flight?" You instantly know that something is wrong, since that seat is vacant, but you impulsively turn your head to look.

Sitting there smiling at you is Thutmose! Moldering bandages cover him from head to toe and their pungent odor nauseates you. Enjoying the expression on your face, he widens

his smile and disappears.

Thutmose used *hound* to keep track of the characters' actions and hid himself in the plane's cargo compartment in London. He's just used *teleport* to make this surprise appearance.

The character greeted by Thutmose must make a fear check against column 7, since he now knows he has yet to defeat the king and that he is no longer confined to glass cases, the PCs may guess that Applebee has succeeded in animating Thutmose somehow. Allow them to decide on a plan of defense, then continue reading aloud:

Minutes pass, but Thutmose does not reappear. An hour goes by, then another.

But then you see him! He has popped into view 20 feet away, toward the front of the plane! His appearance is fearsome indeed, and he looks as if he could snap any of you in two with just one of his bandaged hands. And how he seems to enjoy surprising you this way!

PCs who did not see Thutmose on the plane earlier must make fear checks now. Several passengers who are awake see the king and begin screaming and yelling, waking still others.

Ask the players what the characters are doing and roll for initiative. Thutmose tries *terrorize* at his first opportunity, investing 10 points of Willpower (5 rounds duration). This puts Thutmose's current Willpower score at 95. *Terrorize* causes all awakened passengers within a 30-foot radius to faint and literally frightens three of them to death. Any PC who flees because of *terrorize* must wrestle with a stewardess as he attempts to break open a window or an emergency door.

Thutmose remains until the 5 rounds of the discipline are over, defending himself from melee or missile attacks if necessary. Then he *teleports* back to the cargo hold.

Allow time for the PCs to compose themselves, then continue reading aloud:

All of the passengers are in a panic. The flight crew are doing their best to overcome their own fear and calm everyone. Someone cries "He's dead!" and "Wake up, Margaret!" Someone else is calling for a doctor.

But before you can act, the plane lurches and the engines sputter. The captain's voice comes over the speakers, breaking through the shouts of the passengers: "Please return to your seats and fasten your seat belts. Remain calm. Do not panic." The engines continue to sputter and the craft tilts wildly. Then all four engines stop dead. The plane sinks at once toward the ground.

Thutmose is using *haywire* on the engines. He applies a one-minute dose and the plane dives for only 10 seconds. The engines restart after this, giving the pilot plenty of time to pull up and resume normal flight.

In the floor of the crew's quarters is a trapdoor leading to the cargo hold. The passage is vertical for 14 feet and must be traversed using rungs built into the wall. Then, level with the cargo hold, the passage becomes horizontal for another 8 feet. At no point is the passage more than 2½ feet wide.

The captain makes an emergency stop in Madrid and all passengers who think they can still bear to fly change planes there. Thutmose *teleports* to safety once the jet has landed and does not bother the characters further, even if they fly on to Cairo.

Thutmose the Elder
Common Memphian Mummy

STR	75	PCN	90
DEX	45	STA	105
AGL	30	EWS	150
WPR	135	FEAR	7
PER	15	ATT	3/53%

Movement: L 40' A NA W NA
Discipline: *Animate dead, wave of*

fog, change temperature, terrorize, hound, teleport, change self, dreamsend, haywire.
IPs: 2700

2. MR. MISFIN

Their flight lands in Cairo late in the day that the PCs are to meet Misfin. Read the information below aloud after the characters have retrieved their baggage.

The Cairo International Airport is noisy and bustling with people of all nationalities. You manage to push through the crowds to the taxi stands. Half a dozen cabbies fight for your business before one of them scoops the lot of you into a small courtesy bus.

Entering Cairo, you see the clash of cultures both modern and centuries old. Tall buildings with easily recognizable corporate names stand near older Arabic structures; people wearing business suits mix with those wearing traditional Middle Eastern garb. Scores of pedestrians fight with automobiles for the right of way.

The driver lets you off at the Hazan Hotel and helps you with the baggage. After registering, you're given a message from Ali Misfin—it says to call and gives his number—and escorted to a small suite that easily accommodates the entire party.

Pause to permit the characters to call Misfin. The Egyptologist is very happy to hear from them, having found there was difficulty on the flight. He says he'll be over within 30 minutes.

There's a knock on the door, and when you open it you meet a dark-skinned man wearing jeans and a lightweight jacket. He appears to be about 30 years old. The man shakes your hands warmly and introduces himself as Ali Misfin.

Misfin has brought pistols and silver bullets for each of the PCs. He even has the characters' specialty weapons as specified for the pregenerated characters included in this booklet.

The Egyptologist asks about what happened on the flight, listens to the PCs' account intently, then asks what plans they have. If the characters mention the sphinx at the University of Al-Azhar, he says he's familiar with it and can take them there tomorrow morning. As for the dig, he knows many of the people involved and can easily get the party to the site.

Misfin suggests that the envoys come with him to dinner. If they agree, he takes them to a fine restaurant serving Middle Eastern food and then to a club where, he says, "the entertainment is top-notch."

The night spot Misfin takes the party to is, in fact, a small tavern featuring a single belly dancer. Misfin is drawn to the place because the management allows gambling at the tables. Once inside, Misfin seats the characters, orders them a round of drinks, and goes across the room. There, someone who apparently has been waiting for him is setting pieces on a chess board.

The two Egyptians start playing and wager a large amount of money. The sight is actually very funny because they're the only ones in the room playing chess; everyone else plays rapid-fire games of backgammon. Misfin doesn't ignore the party but makes sure their glasses are always full and checks on them every half hour.

If the PCs are bored, Misfin arranges for a cab to take them to their hotel. If they've decided to see the sphinx, he agrees to meet them in the morning.

Ali Misfin, Egyptologist

STR	52	PCN	74
DEX	56	WPR	62
AGL	48	STA	56
PER	76	Sense Unk.	15%

Skills: Anthropology/Archaeology, Teacher 98; Language, Ancient,

Master 123; Language, Contemporary: English, Master 123 Gambling, Teacher 92

Disciplines of the Art: Mental Shield 62; Sphere of Protection 62.

3. TROUBLED SLEEP

This incident doesn't occur if Thutmose is left in Chicago.

To prepare for this episode, take as many pieces of scrap paper as there are players and on all but one of them write, "When I say the phrase, 'screaming for help', wait a couple of seconds, then say, 'Hey, it's OK. It's only a dream. Are you all right?'" Then fold all the notes and distribute them, telling the players to say absolutely nothing about what's written inside. A dream occurs to the PC with the blank paper.

Depending upon their experiences, the characters may wish to keep watch in shifts during the night. Allow this.

Tonight Thutmose enters the hotel, having used *change self* to pass as human, and uses *dreamsend* on one of the characters. Check the Willpower of the character to whose player you gave the blank note and roll the *dreamsend* attack, making a note of the results. Afterward, read the following to the player with the blank note:

You have a dream.

You stand on the bank of a wide, deep river. The sun is setting, turning the water red. You fearfully await some inevitable, nameless horror.

Then the crocodiles begin crawling out of the river. The ugly reptiles flop onto the bank and make their slow way up to you.

You try desperately, but you can't move. You're frozen in place and unable to run from the hungry monsters. You try harder, but it's no use. Now one of the crocodiles is almost upon you. He opens his pointed jaws and prepares to strike. . .

By a superhuman effort, you break free of the invisible force that binds you. You turn. . . and face a man at

least seven feet tall wearing only a loincloth. And he has the head of a crocodile! You freeze again as he bends over you. . .

Just in time you wake up.

The character is still dreaming. Pause for a few seconds to make the player think his character is really awake, then continue:

Something is in your bed. Trembling, you pull the sheets back. A huge crocodile pounces from beneath the covers and clasps your neck in its jaws!

You wake up, screaming for help.

The character is still dreaming. This is the other players' cue, and after a couple of seconds they should be comforting the poor character. Allow them to role-play this a bit, then interrupt with the following:

Suddenly your friends all SNARL. Their heads have changed to those of crocodiles, and their jaws are open, ready to snap!

You wake up

The character is finally awake, but you should pause for a while so that the player is not sure of what is going on. Earlier if you rolled a "C" result for the *dreamsend*, the character screams and doesn't know dream from reality for 1d10 rounds.

Tell the player how much Willpower his character has lost because of the *dreamsend*. This PC doesn't regenerate any Willpower or heal further for the rest of the night.

Anyone with Anthropology/ Archaeology skills or who has read Budge's *Gods of the Egyptians* recognizes the dream monster as Sebek, a god of evil, and recalls that death by crocodiles was an ancient Egyptian curse.

4. THE ANGRY GUARDIAN

Read the following to the players if they decide to take a look at the sphinx:

After meeting you shortly before noon, Misfin, who looks as though he's had a hard night, packs you into a large European automobile. He drives to the University of Al-Azhar, which turns out to be a sprawling campus with very old buildings. He parks in a nearby lot then leads the way up a long flagstone walk to a large stone building.

Entering the building, you pass a desk with a uniformed guard sitting behind it. Misfin speaks to the guard briefly in Arabic; the man laughs and waves you on. You continue down a hallway lined with artifacts in glass cases.

"All the guards know me," explains Misfin. "We were remarking on the fellows who usually work in the wing we're about to enter. They both called in sick this morning. Last night I cancelled a couple of their gambling debts. That probably influenced their health, don't you think?"

You turn right into a hallway with Medieval weapons hanging on its walls: lances, a pole arm, several swords, and three maces of varying sizes. Descriptive notes in Arabic are fixed near them.

The corridor ends in a small room. In the center of the room, roped off on all sides, stands a man-sized, hawk-headed sphinx of solid granite: the very statue Dr. Atherton showed in his slide presentation.

The sphinx does not harm any character unless someone touches it. If this happens, it lays the Evil Eye on the offender the next time he or she makes eye contact with the creature. The first signs of Willpower and Stamina loss occur immediately, and these ability drains continue hourly until Restore Stamina is applied to the victim. Unless this discipline of the Art is used, even destroying the

sphinx won't save the unfortunate envoy.

If anyone motivated by clues from prescient Dream Two removes one of the maces from the corridor wall (requiring a general Strength check) and approaches the sphinx with it, the creature leaps from the display base and attacks. Resolve fear checks, then surprise checks. Surprise checks are not needed by any player who states he is prepared for the sphinx to pounce. The sphinx attacks a surprised character first. After this, roll initiative and conduct combat normally.

During the sixth round, the sounds of battle draw the guard from the entrance. He runs in with his gun drawn, fails his fear check, and runs back out.

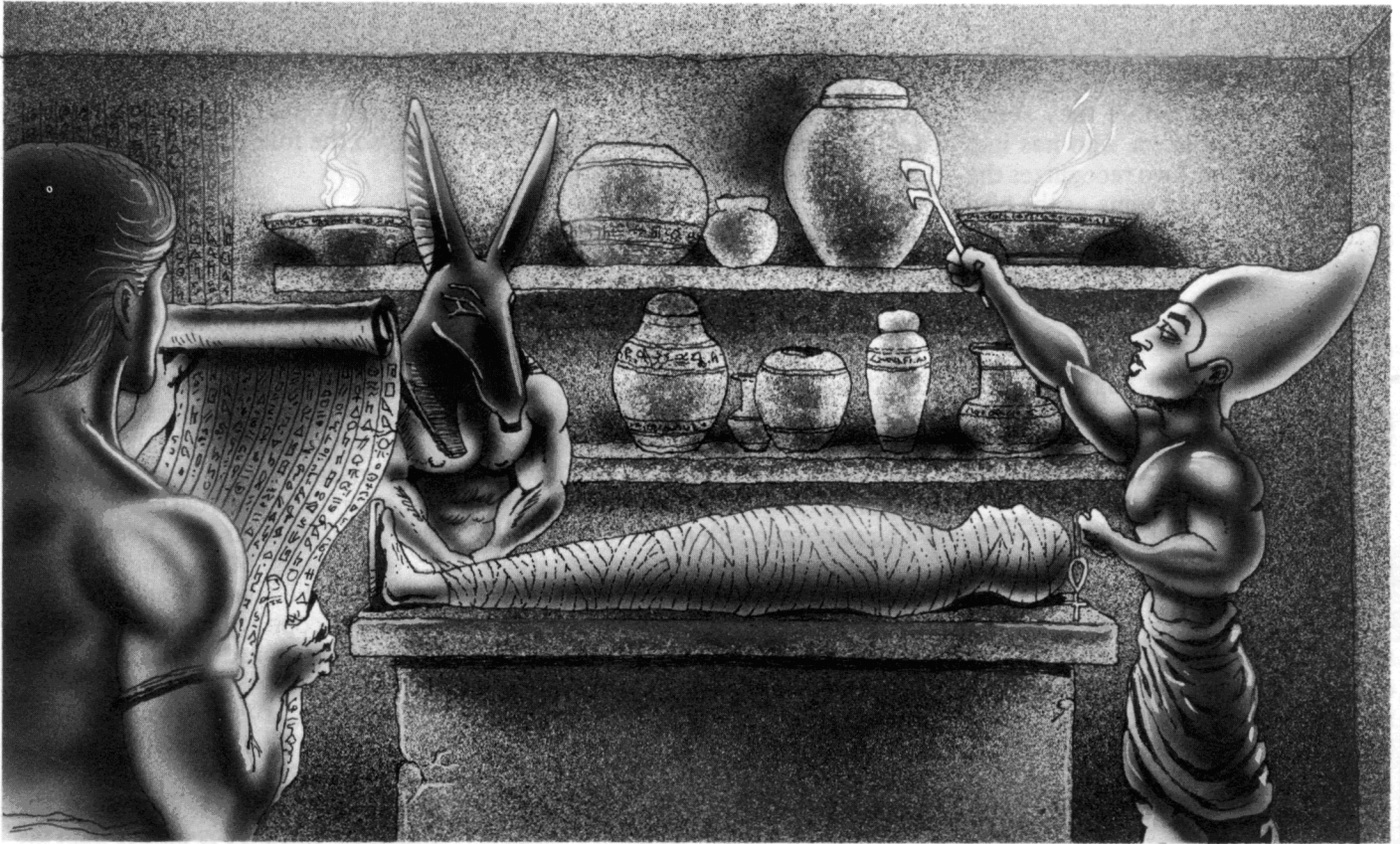
All good attacks with blunt weapons crack and chip the sphinx. The sphinx stops fighting only when reduced to zero Stamina by the maces or other blunt weapons. When this happens, its body falls to pieces that turn to dust and then vanish. Two scrolls lie on the floor where the creature fell. They look as if they are made of papyrus, but closer inspection shows that the material is a much tougher Unknown substance. Anyone reading the hieroglyphics on these scrolls while applying his Ancient Language skill knows that these are the scrolls needed to defeat the mummies. One contains a prayer to destroy Merritet, and the other is directed at Thutmose.

Six guards show up when the melee is finished and obtain medical aid for badly hurt characters. The frightened desk guard's story is not believed. It is presumed that thieves attacked the characters with the maces and somehow managed to get away with the sphinx.

Egyptian Sphinx

STR	120	PCN	90
DEX	50	STA	121
AGL	90	EWS	125
WPR	140	FEAR	4
PER	31	ATT	3/105%

Movement: L 150' W 10' A NA



Disciplines: *Change self, hound, evil eye.*

IPs: 375

5. A CONVERSATION WITH THE UNKNOWN

Misfin recommends that the envoys go to the dig as soon as possible. They should time the trip, he says, so that they arrive shortly before sunrise, the correct time to read the scrolls. He also tells the party that he knows the location of the tomb's embalming room.

The characters should sleep late the day they intend to go to the dig, since they'll be traveling most of the afternoon and the entire night. Misfin picks them up in his car early on the afternoon of the chosen day. He drives them to the outskirts of Cairo, where he has one or more jeeps outfitted with jackets, pith helmets, food, and water (each jeep can carry four people). The PCs then set off into the desert with their host in the lead.

Read the following:

The journey is hard. The glaring sun beats mercilessly down on you, and the jeeps occasionally spin their wheels in the sand. Misfin refers constantly to a compass and to the position of the sun.

During rest breaks, your guide occupies himself with a portable chess set and a book describing Capablanca's famous games. He frequently laughs and talks to himself while reading and moving the pieces on the board.

Misfin has brought plenty of food and water, but he cautions you not to drink too much at once. "Wasteful, you know. We must drive back with the same supplies."

The drive goes on like this for hours. Misfin chatters about chess as he steers around dunes. Though he appears completely unafraid of what might be ahead, this really is his way of whistling in the dark. You're free to role-play a dialogue about chess if you wish.

As late afternoon approaches, have each character make a general Perception check. Those who pass the check notice that six vultures are circling overhead and following them as they drive. The birds hover at about 60 feet and do not attack.

The encounter below occurs five rounds after the vultures are spotted. If no one has seen them, read the following aloud when you think it appropriate.

A voice from above calls out to you: "You are being so *very* foolish." You look up and find that two birds have separated from a group of six vultures and are circling about 20 feet above you. These particular creatures look somewhat different than the other birds. One of them, in the voice you've just heard, says, "Do you really believe you can defeat the most powerful monarch the world has ever known?"

The other says, "He knows magic you can only imagine."

These are corbies sent by Merritet to harass the characters. Fear checks must be resolved before they speak again. Any characters who has had Prescient Dream Two recognizes the corbies as being the same as the bird in the dream.

Continue reading aloud:

“Clearly you do not appreciate the generosity Thutmose and his vizier Merritet have shown by sparing your miserable lives up to now.”

“Yeah. Like he said.”

“You are but lambs blindly walking to the slaughter.”

“Just a bunch of punks.”

“But Thutmose is merciful, even though sworn to oppose all members of your laughable organization. So turn back now, and you may live to battle a less formidable opponent.”

“Right!”

The corbies give the PCs five minutes to think over what they’ve said. They circle and chuckle while the PCs deliberate. If the envoys do not turn back, the corbies attack with their Evil Way disciplines. Of course, the characters may choose to reply to the corbies or open fire on them. Be flexible in this and role-play or conduct combat as necessary.

Once initiative rolls are made, the corbies’ line of attack is as follows:

1. They use *raise wind* to create a sand storm.
2. They use *blur vision* once the wind begins. The characters lose 25 points each from perception, Dexterity, and Agility (and from any skills relying on these abilities) while this discipline is in effect. *Raise perception* softens the effect of *blur vision*. Once the wind has blown sand into the air, *blur vision* makes the sky and the air appear to merge.
3. They command the *influenced* vultures to attack the party after both of the disciplines above are in effect. The corbies avoid attacking the PCs physically themselves.

The corbies continued to attack in this way until one or the other side is finished off.

This may turn out to be a life-or-death situation, since the corbies are using *raise wind* not just as a suspense device, but also as a weapon. Play all Evil Way attacks by these creatures carefully and fairly: if they make a bad roll, the discipline does not work that round and they lose the Willpower invested in it.

If a storm of hurricane force develops, the jeeps are badly battered and unusable unless a PC with Mechanics skill can make repairs. The party can still make it to the dig by sunrise on the next morning if repairs are made. However, if the envoys are forced to walk they do not arrive until mid-evening of the next day and take exposure damage on the way.

2 Corbies

STR	3(45)	PCN	6(90)
DEX	NA	STA	3(45)
AGL	4(60)	EWS	85
WPR	3(45)	FEAR	3
PER	NA	ATT	1/53%

Movement: L 10’ A 225’ W NA
Disciplines: Corbie One: *blur vision*, *quiet*, *influence*, *ghostly lights*, *throw voice*. Corbie Two: *blur vision*, *quiet*, *raise wind*, *ghostly lights*, *throw voice*.

IPs: 425 each

4 Vultures

STR	3(45)	PCN	6(90)
DEX	NA	STA	3(45)
AGL	4(60)	EWS	NA
WPR	1(15)	FEAR	5
PER	NA	ATT	1/53%

Movement: L 10’ A 225’ W NA
IPs: 50 each

6. DIGGING IN

This encounter occurs only if Thutmose is in Egypt. If in your game he is still in Chicago, alter the text as needed.

Misfin gauges his driving in such a way that the party arrives at the dig shortly before dawn. If the characters

were forced to make repairs on the jeeps, they arrive just as the sun appears. Use the Dig Map.

Read the following to the players:

Up ahead you see the signs of excavation: great mounds of sand pushed aside by machinery and human labor. But there’s no activity now, only the flickering of a campfire throwing sparks into the night sky. Around the fire are huddled three men. When you move closer, the entire archaeological enterprises comes into view. An enormous pit has been carved out of the desert and its walls have been shored up with planks. Many tents are scattered over the area. About two dozen closed sarcophagi lie about. A bulldozer and several jeeps stand off to the left.

On the right is the source of the mystery and horror that have dogged your steps throughout your investigation: the tomb of Thutmose the Elder. Its entrance is darker than the night itself.

Misfin drives the jeep down a ramp and into the camp site. One of the men near the fire rises and walks up to the car: “Ali! You’re here early. Who are your friends?”

Ali introduces the man as John Miles, former assistant to Dr. Atherton and now in charge of the dig. Misfin introduces you as friends of Atherton’s from the States. Then he asks permission to enter the tomb with you.

Miles says, “Well, I don’t know, Ali. You know it’s a little irregular.”

Misfin nervously looks at the sky. Rays of sunlight begin to appear. “Aw, John. They have their hearts set on seeing Jim’s greatest find. They were *close* friends. And I give you my word that they’ll harm nothing.”

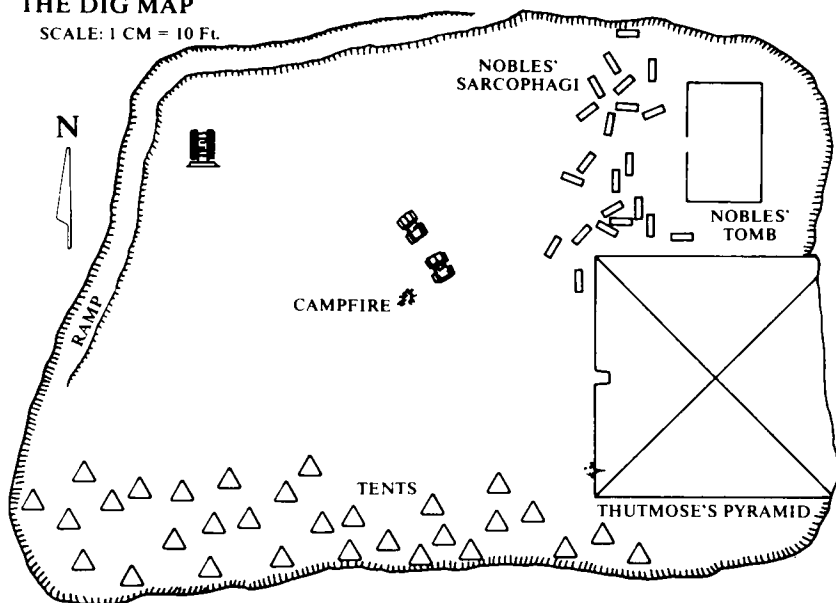
“Well, perhaps later. . .”

“Please John.”

Misfin boldly walks over to the tomb’s entrance, gesturing for you to follow. But before you can move any further, the two men at the fire step in front of you and block your path. They both hold rifles in their hands.

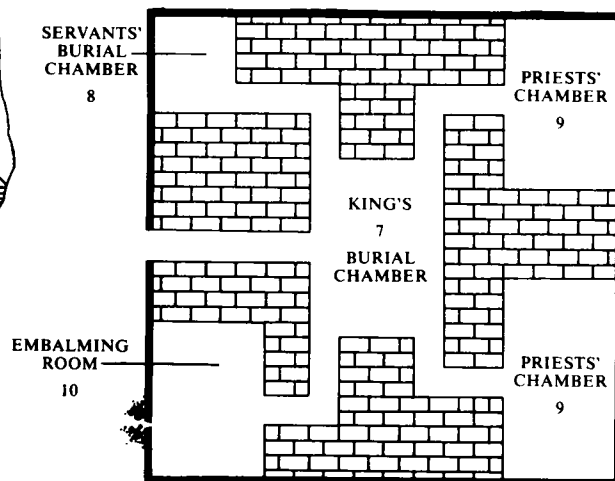
THE DIG MAP

SCALE: 1 CM = 10 Ft.



THE PYRAMID MAP

SCALE: 1 CM = 5 Ft.



Then they grin, throw the weapons aside, and instantly become Merritet and Thutmose, and the nightmare begins.

Miles yells in fear and flees. Knowing that the chances were good that the characters would get here soon, the mummies have been passing as humans and working at the dig for several days.

Resolve the PCs' and Misfin's fear checks, then roll initiative. Surprise is not a factor in this encounter. Ten minutes after Merritet and Thutmose reveal themselves, dawn begins.

The mummies' intent is, naturally, to kill the envoys before they can get inside the pyramid. They use their Evil Way disciplines first and engage in melee only when they cannot avoid it.

Thutmose's first move is to climb on top of a jeep and *animate* every mummy in the dig. All 24 of the corpses remain in motion as long as Thutmose keeps a clear line of sight by staying on top of the jeep.

Thutmose's second move is to use *terrorize*, or if this doesn't succeed, *wave of fog*. He uses *teleport* to defend himself.

Merritet concentrates on using *wound*.

The zombie mummies reach the characters in three rounds if the PCs hold their present position. One or more of these creatures must be engaged on the way to the tomb's entrance.

Merritet and Thutmose both fight the PCs hand-to-hand if there is no other way to prevent the party from entering the pyramid.

If Merritet and Thutmose are defeated outside of the tomb, they turn to dust that is swept into the pyramid on a whirlwind and dropped off in the embalming room. Here the mummies reconstitute immediately with full Stamina and Willpower. They wait in this room for the PCs in Encounter 10.

The battle wakes up the entire camp. Each person involved in the dig eventually leaves his tent to investigate, and each of them flees, faints, or cowers.

Thutmose the Elder

Common Memphian Mummy

STR	75	PCN	90
DEX	45	STA	105
AGL	30	EWS	150
WPR	135	FEAR	7
PER	15	ATT	3/53%

Movement: L 40' A NA W NA

Disciplines: *Animation of the dead*, *wave of fog*, *change temperature*, *terrorize*, *hound*, *teleport*, *change self*, *dreamsend*, *haywire*.

IPs: 2700

Merritet

Common Memphian Mummy

STR	75	PCN	90
DEX	45	STA	95
AGL	30	EWS	150
WPR	125	FEAR	7
PER	15	ATT	3/53%

Movement: L 40' A NA W NA

Disciplines: *Darken*, *wound*, *appear dead* (self), *hound*, *change self*, *minion*, *influence*, *total illusion*, *steal memory*.

IPs: 2700

24 Zomies (Mummies)

STR	5(75)	PCN	1(15)
DEX	2(30)	STA	5(75)
AGL	2(30)	EWS	NA
WPR	NA	FEAR	Special*
PER	NA	ATT	1/53%

* Depends on ratio of zombies to PCs. See pg. 30, *CHILL™ Campaign Book*.

Movement: L 45' A NA W 10
IPs: 500 each for those destroyed by called shots to the head *only*.

7. KING'S BURIAL CHAMBERS

This room measures about 20 feet by 30 feet. In its center are two stone blocks, one higher than the other, the top of which are of a size to accommodate a sarcophagus. Besides the entrance through which you came, there are four other doorways, one at each corner of the room. The walls are covered in paintings done in blue and red and showing scenes from Thutmose's court. The thick dust on the floor shows many tracks.

Except for the stone blocks, this room is empty.

8. SERVANT'S BURIAL CHAMBER

This room measures about 10 feet square. It is completely empty and there are no paintings on the walls.

9. PRIEST'S CHAMBER

This room is about 20 feet square. Against the far wall is a small stone dais. Red and blue paintings on the walls show scenes depicting the journey of the dead pharaoh through the underworld.

Except for the dais, this room is empty

10. EMBALMING ROOM

In the center of this 20-foot-square room is a large vat made entirely of tightly-fitted cut stone. On the walls are red and blue paintings showing scenes of priests preparing the king for burial.

If Merritet and Thutmose have been defeated in Encounter 6, this is where they wait for the PCs, crouched behind the embalming vat. Merritet uses *wound* and *wave of fog* immediately. If PCs are carrying weapons the mummies use *haywire*.

The scrolls must be read aloud in this room by a person or persons with Ancient Language skill. The reading of each scroll takes two full turns to complete. It is important that the characters with the scrolls be protected; if the reading is interrupted it must be started again from the beginning.

When the reading is completed, the mummies' howl of despair echoes through the pyramid long after the king and his vizier are dust. The scrolls, too, turn to powder and spill to the floor.

Thutmose the Elder Common Memphian Mummy

STR	75	PCN	90
DEX	45	STA	105
AGL	30	EWS	150
WPR	135	FEAR	7
PER	15	ATT	3/53%

Movement: L 40' A NA W NA
Disciplines: *Animation of the dead, wave of fog, change temperature, terrorize, hound, teleport, change self, deamsend, haywire.*
IPs: 2700

Merritet Common Memphian Mummy

STR	75	PCN	90
DEX	45	STA	95
AGL	30	EWS	150
WPR	125	FEAR	7
PER	15	ATT	3/53%

Movement: L 40' A NA W NA
Disciplines: *Darken, wound, appear dead (self), hound, change self, minion, influence, total illusion, steal memory.*
IPs: 2700

11. HOME AGAIN

Here's what happens to any characters alive after this adventure:

Misfin takes the PCs back to Cairo. He is at first understandably upset—Miles blamed him for the whole incident—but is cheerfully talking chess again by the time they reach the airport. He escorts the characters to their flight and gives them a warm goodbye.

S.A.V.E. sends a letter to each envoy congratulating him or her on such fine work. In the letter they say they are sending parcels to the characters, and ask that they watch from them. These turn out to contain the 500 Thutmose key chains left in Applebee's hotel room. Nulty didn't want them, neither does S.A.V.E. Perhaps the envoys are interested in keeping souvenirs of their adventure?

Thy bones are smashed to pieces and thy members are hacked from thee. Get thee back, Fiend!

— the Book of the Dead

Everyone's talking about. . .



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THUTMOSE'S NIGHT

By Jon Brunelle

It is the hour before dawn, the darkest hour, the hour when the dying most often slip away into that final night from which there is, for most, no awakening. A soft breeze from the Nile River stirs the curtains, and Thutmose, Pharaoh of all Egypt, restless with pain, tosses fitfully on his bed.

"Merri-tet," he calls weakly, and at once the man, who has been standing all through this long night at his king's bedside, leans close so as not to miss a word. "You called, my lord? I am here as always."

Pharaoh's eyes seem distracted now, as though some part of him were watching for something only those close to that other world can see. The jackals of death, perhaps. And how many of the people burdened by this cruelest of Pharaohs might wish those jackals quickly fed?

"Merri-tet? You will not leave me?" the dying man whispers, plucking fretfully at his servant's arm.

"You know I will not, my lord," Merri-tet replies as he secretly touches the vial of poison hidden in his cloak, the vial that will allow him to accompany his king on the journey to the Underworld and one day, perhaps, help him walk again in the land of the living.

"Thutmose's Night" is a blood-curdling adventure for use with the CHILL™ game system. Inside, you'll find pregenerated characters, player aids, maps, and hours of role-playing fun. Look for other fine products from Pacesetter.



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